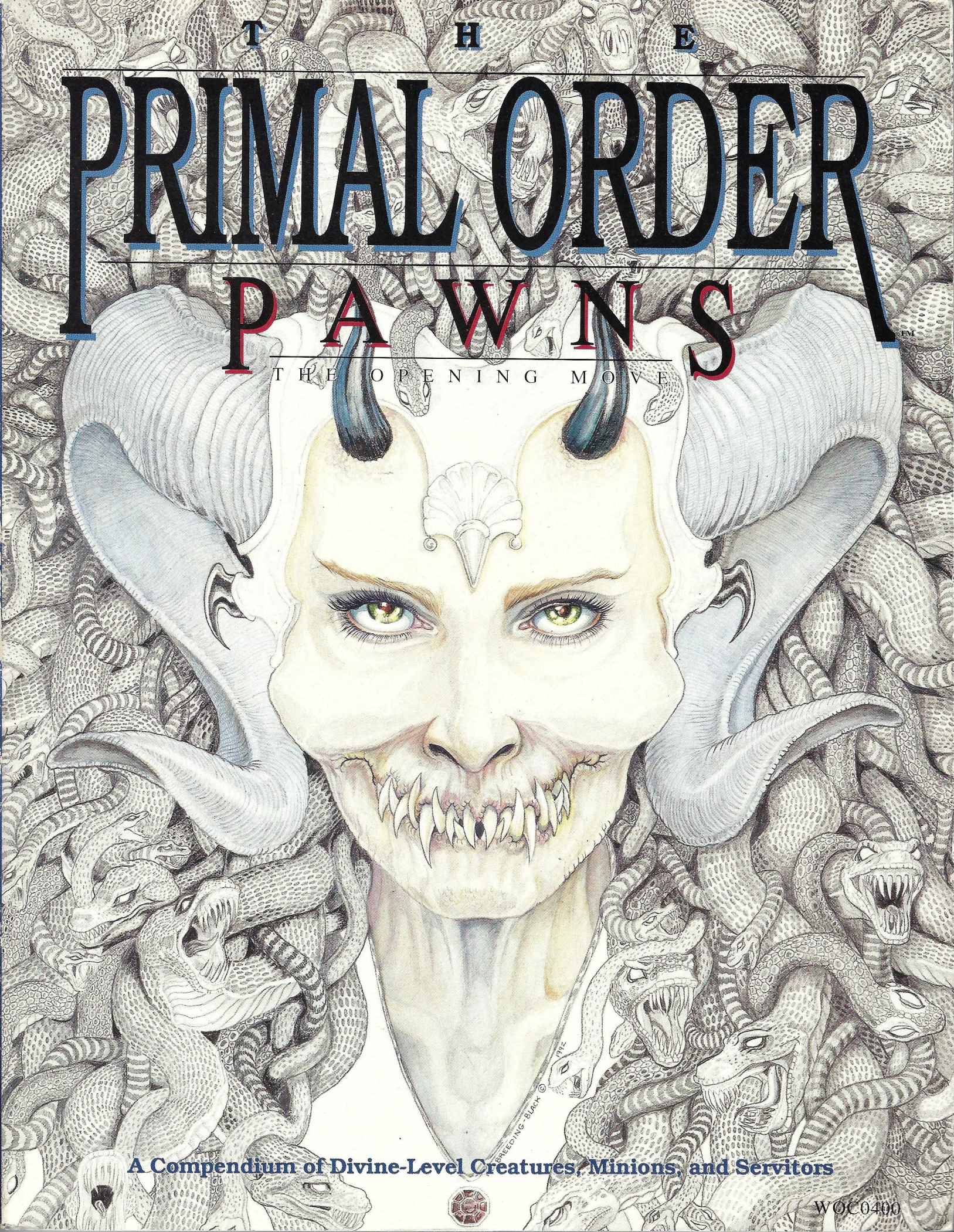
THE
PRIMAL ORDER
PAWNS
THE OPENING MOVE
A Compendium of Divine-Level Creatures, Minions, and Servitors
WOC0400

PAWNS

THE OPENING MOVE



BY NIGEL FINDLEY

WIZARDS of the COAST

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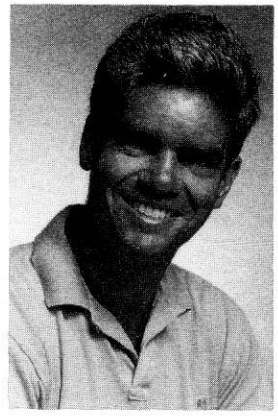
Born in Venezuela and raised throughout the western hemisphere, Nigel Findley moved to Vancouver, B.C. in 1969. He graduated from the University of British Columbia with degrees in genetics and creative writing, so logically his career path took him into the computer industry. After several years as a technical writer, department manager, and finally marketing executive, he went out on his own as a freelance writer in 1989. In the years since his first game-related piece was published in an early issue of *Dungeon Adventures,* he has written material for most major game systems. His first two novels, *Into the Void,* in TSR's™ Spelljammer™ series, and *2XS,* a Shadowrun™ novel published by Penguin's Roc imprint, are selling very well. He has three more novels coming out within the next year: *Out of Nippon* for the TORG® system; *Shadowplay,* to be published by Roc; and *The Broken Sphere,* another Spelljammer™ novel.



FOREWORD

You are holding in your hands the first supplement for *The Primal Order.* While TPO focused mainly on deities and their relationships with their mortal worshipers, this book is essentially a bestiary, a collection of critters that you can use to give the powerful beings in your game world a few friends and foes.

Why this monster book is different: Most bestiaries I've read were disappointing. When I look for a creature to throw at my players I want it to be interesting, to have some ability that throws them for a loop. I like creatures that make the characters sweat a little until they figure out what's going on. But so many bestiaries provide nothing but new names with different stats and different spell selections.

In *Pawns: The Opening Move,* we created an assortment of creatures that each have some unique power. In many cases these abilities are things that I've never seen in print. If you're looking for something new and tricky when you open up a book on monsters, you'll love this book.

Making up your own critters: Just in case the creatures in this book aren't enough to keep you and your players busy, here's a suggested method for creating more of your own. If you like my philosophy of creating monsters with unique abilities you may like to start off the same way I do. First of all, I think up what the creature's unique ability is so I can build the creature around it. The ability should be something more than some sort of spell effect; the creature should have some fundamentally different way of manipulating or relating to some force in the universe, whether that force is magic, planes of existence, matter, mentalics, or something else. In a diverse fantasy campaign there are literally dozens of fundamental building blocks with which you could allow the creature to interact in some weird way.

Sometimes ideas will just spring to mind. The Beasts of Babylon are a good example. One day I was just thinking about how powerful a creature would be if it could both shapechange and gain the abilities of the creature it shapechanged into. Then it just occurred to me that this would be even nastier if the creature could shape change into more than one thing at a time. That became the fundamental concept for the creature, and everything else was just fleshing it out.

Often these ideas are born from the frustration you feel when GMing a party of adventurers who are so powerful in one area that nothing you try seems to slow them down. This is what I did with the elemars, creatures that can create spatial warps to deflect attacks. This idea came to me when I'd been GMing some characters who had some extremely powerful ranged attacks and I was looking for innovative ways of stopping them. They'd already found ways around all of the normal magical shields, so I had to get creative.

One trap you want to avoid is being blatant about this. You don't want to design creatures around the abilities of your players too often. I have played in game worlds in which someone I was fighting had an incredible magical item or weapon that was really dominating the game. After we finally killed the person and took the item for ourselves, it became practically worthless. From then on the GM knew we had this item and designed every adventure so that the creatures we ran into were immune to its effects. How frustrating! Needless to say, I don't play in that campaign any more.

Once you've come up with a unique ability for your creature, think of a setting in which the creature would fit. Sometimes this can lead to the invention of an entirely new campaign concept or plane. Several creatures that I've invented for my universe led to the invention of new planes where the existence

of their abilities made sense. After all, the creature must have gotten the ability from somewhere.

For example, the magitors' complete immunity to magical effects forced me to create a history in which it made sense for them to have this ability. It even helped me understand what magic was in my universe. That's half the fun of thinking up some bizarre ability first; I never know where it's going to lead me. In the quest to make one simple idea work, you can end up creating all sorts of wonderful things for your campaign, all sparked from that original thought.

When you've got your setting, it's time to merge that setting with the rest of your campaign. You've created the Oggle, you've decided it comes from Groggle—the next thing you need to do is figure out how it got involved with what's going on. Perhaps some mage accidentally summoned it and it's now oozing all over the place, or perhaps it has made an alliance, or its race has been conquered by some faction, or the plane it's on has been taken over by a deity and that deity has now sent the beast down to interfere with the player characters.

Now that you've worked out the general idea behind the beastie and how it fits into the campaign, it's time to flesh it out. The easiest way to do this is to find a bestiary you like—hopefully this one will do nicely—and fill out a beastie "character sheet" using the same format as the bestiary you've selected, perhaps adjusting it to suit your needs.

For example, if you do want to follow the format we've used in this book, you'll want to give your creature each of the following things:

Name. The trick to coming up with good names is to have them reflect the culture the person, place, or thing is from. I do this by assigning a linguistic "sound" from our world to each part of my campaign. Names from one culture may have a Mexican ring to them, while names from another might sound Egyptian. And in a couple of places I got brave and created my own language sounds, which is something I'd encourage you to try at least once or twice. Also, if you want your players to respect your campaign, don't use silly names except perhaps on rare occasions.

Power level. This is a subjective rating we use to give you an idea of how this creature should rank in relation to the other creatures in the campaign. In this book we've rated each creature on a scale of one to ten, but this scale assumes that a one is somewhere near the point at which most game systems leave off. If you don't find such a power scale useful, abandon it. Instead, you might consider expanding the scale to something like one to twenty, in which case you'll want to add ten to all the power levels in this book.

Attributes. The key thing to remember about attributes is to compare the creature to other creatures in your campaign and assign attributes that make sense relative to those creatures. I remember playing in a campaign in which the GM kept coming up with nastier and nastier orcs so that soon the orcs had higher attribute scores in strength than dragons. You also need to be very careful about giving critters high intelligence scores; if a creature is smarter than Einstein then it should be in politics, not running around wild in the woods. This same advice applies to size, speed, and attack speed.

Combat skill ratings. A creature isn't going to have any combat skill above veteran or professional unless the creature is highly intelligent and recognizes the value of practice; in other words, the creature must be more

humanlike than beastlike. Most races of creatures should not have legendary combat ratings; only individuals within a group can usually get this far.

Appearance. One good way to thoroughly describe your creature is to cover all the senses. Figure out what the creature looks like, how it smells, what it sounds like, and what texture its body has. Another thing to add to the description is the specific setting in which the creature can typically be found. This might depend on whether the beastie is a carnivore or an herbivore, what climate it prefers, how socially inclined it is, how intelligent, and so forth. If you're a highly visual person you might be able to just close your eyes and visualize the beastie, and then use your imagination to fill in a backdrop that seems natural.

Origin & Background. Some creatures evolve, others are hybrids, and yet others are created for a purpose. If a creature was created then it is important to determine who created it and for what purpose. Also, the origin of the creature will help determine where the creature might be found and how many exist.

Behavior. Creating beasties that don't behave like stereotypical monsters can be difficult. What I like to do is think of strange quirks that a beastie might have, like a fear of darkness, or an allergy or something like that. Occasionally, I'll reorganize a creature's priorities, which can work particularly well with the more intelligent creatures. For example, it could be interesting to have a humanlike race that for some reason just can't bear the thought of being alone.

While most beasties are designed to be vicious, it pays to stop and think about why they would behave this way. Are they consumed with hatred, are they insane, are they hungry, or what? Once you know this you can leave hints for the players, allowing them to discover more ingenious ways of handling the creatures than just figuring out which magical swords they want to use today.

Combat. One thing to think about when designing a creature's combat tactics is what part of its body the creature uses as a weapon, and whether or not it is intelligent and physically capable enough to use a manufactured weapon. You should also consider what special types of moves a being with its abilities and temperament might employ, such as concentrated attention on the jugular vein or avoiding physical combat in favor of spells. In these cases, shrewd players may be able to find ways to turn the creature's habits to their advantage.

Special Ability. Creatures that are created for a purpose will often have some special abilities to help them accomplish that purpose. Creatures that evolved will often have abilities that help them deal with their environment or common enemies they have often faced. A creature that evolved in a desert environment should not have the ability to swim like an Olympic champion.

Some creatures will develop either mental or magical abilities to compensate for a physical handicap, such as small size or weakness. Most beasts won't have actual spells that they can cast; more likely there will simply be some mental or magical effect that radiates from them either continuously or during certain circumstances.

Rumors, legends, and myths. We saved the best for last. Seriously, this is where you can really have fun. Rumors generally should be somewhat based in fact so that they're useful. On there other hand, it's fun to occasionally throw in one rumor that is completely and totally wrong. Also, rumors of sightings can be out of date. Legends can be a blast to make up; just picturing the creature and its history and thinking about its abilities can generally inspire you. Myths give you a real chance to exercise your storytelling abilities; nearly anything goes, including mystery, horror, incredible coincidence, or absurdity. When I'm making up legends, I always try to have the legend involve a new mythic character or place. History can come to life when you have many, many different names and places as a part of it instead of relying on the same old heroes and settings every time. "Oh, another creature Thor fought—yawn."

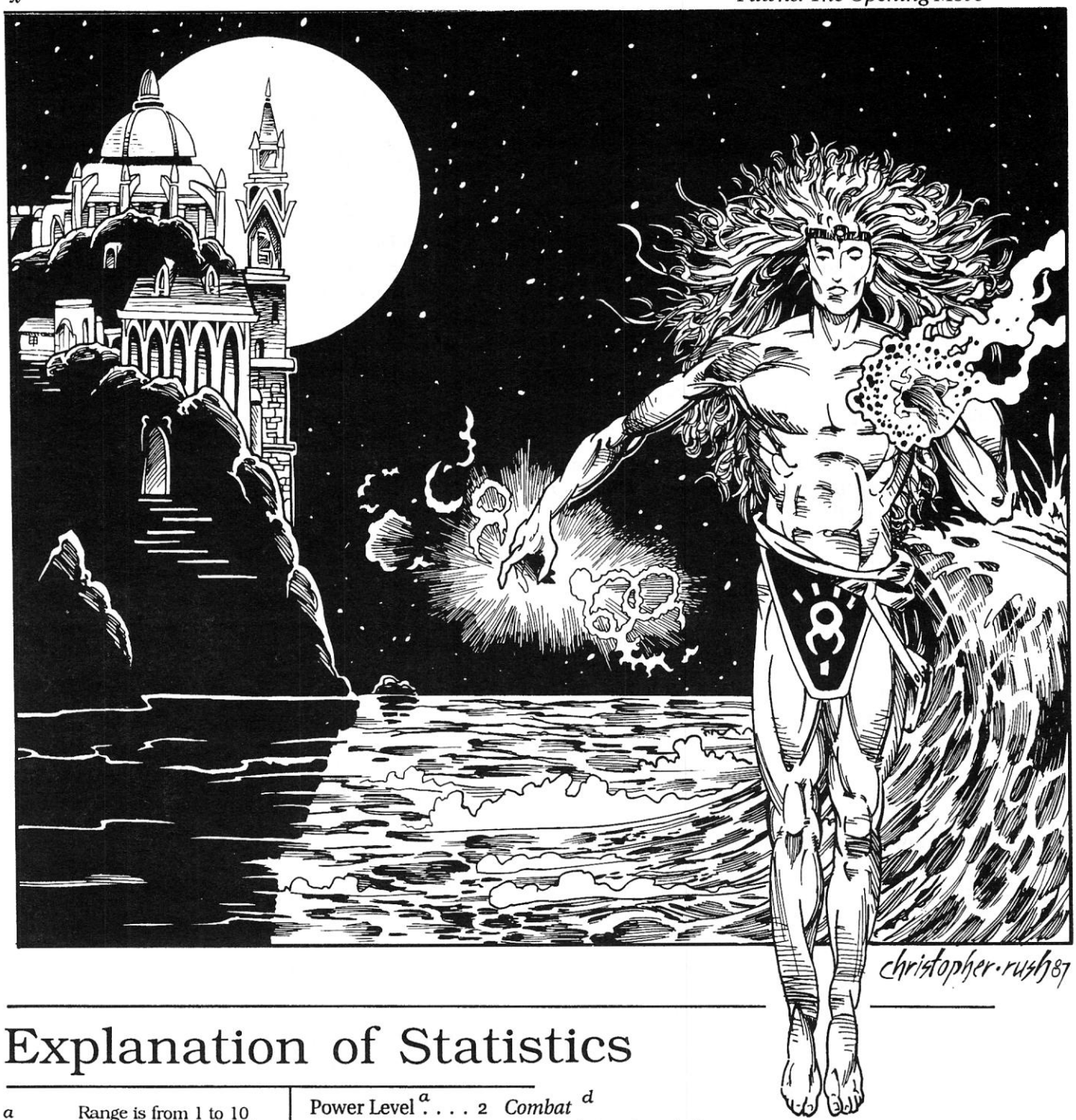
How to run these beasts: I've seen lots of GMs throw a really nasty beast against a high-powered party of adventurers only to see the beast get wasted. If you want to do some damage and maybe even send the PCs scampering off with their tails between their legs, try integrating these beasts into a party. Remember, the toughest encounters are with other adventurers, deities, and so forth, so mix up the encounter a bit. Have the party run into a godling with an abyssar, a couple las humaredas, and a maskim for bodyguards. Throw in an entourage of twenty of your world's standard demons or other nasties—for that matter, you can even up their stats a bit and say the godling's boss has been tampering with them a little. Now you've got something to liven up the mood!

If you're not the best tactician in the world, study what your players do. Most players tend to take one character and play him to the hilt. If you do the same with each of the creatures on the battlefield, you'll be able to take a standard encounter and turn it into a hair-raising, adrenaline-pumping session.

Remember, at this level opponents rarely wipe each other out completely. Our example godling didn't get this powerful by being stupid. She and her troops are only going to stick around as long as she thinks she has the upper hand. If she starts losing, have her pull out! Here at Wizards of the Coast we've found that many divine-level battles are skirmishes, attempts at intimidation, feints and counter-feints. It's a whole new way of playing; the trick is to remember that the beings your players encounter at this level are usually highly intelligent, know every trick of the trade, and want to survive and win just as badly as the PCs do. They'll have aces up their sleeves and will typically be ruthless in their execution. I'm not advocating a "killer GM" mentality; I'm simply describing an exciting style of play that is a bit different from what occurs in more traditional play. The difference is subtle, but important.

How we chose these monsters: Our goal here was diversity. We had originally thought of doing a book full of creatures who were alike in one way or another, but dropped that approach in favor of giving you a wide selection of different types of creatures. Some of them are smart, some aren't. Some are natural, some are demonic, some are creations of deities. Some could be killed by high level mortals, particularly if they are alone, while others are nasty enough that many of the deities deal with them as if they were peers. Some of the critters are even deities in their own right, possessing primal energy and maybe even an entire organization of minions, servitors, and worshipers. We hope you have as much fun with these creatures as we have!

Peter D. Adkison
July 25, 1992



Explanation of Statistics

a	Range is from 1 to 10
b	Size is height in yards
c	Movement rate in yards per second
d	Skill rating from Novice to Legendary 10
e	Attack Speed
f	Damage Rank
g	Aptitude rating from Novice to Legendary 10 n/a indicates no aptitude
h	Creation cost in primal base
i	Cost in primal flux to maintain on a daily basis

Power Level [a] 2

Strength . . . 15-20
Health 20
Reaction 20
Intelligence . 10-15
Destiny 11-20
Presence 20
Willpower 25
Size [b] . . . . 2.5 yds

Speed [c] . . . 6 yds/s

Combat [d]

Unarmed Combat Skill . . . . . Veteran
Melee Weapon Combat Skill . . . . . Professional
Missile Weapon Combat Skill . . . . . Novice

Damage Rank

Physical [f] [e]
Claw—20 (1x each); Bite—20 (1x) or by weapon type (1x) (plus Strength bonus)

Special Abilities . . . . . n/a
Defense Strength 15

Aptitudes [g]

Magical Aptitude . . . . . n/a
Mentalic Aptitude . . . . . n/a

Primal Cost

To Create [h] . . . . . 2 base
To Maintain [i] . . . . . 2 flux

INTRODUCTION

Welcome to *Pawns: The Opening Move*. This is the first in a series of products to support *The Primal Order*, the capsystem developed for all fantasy roleplaying games by Wizards of the Coast.

Pawns: The Opening Move is, in essence, a bestiary of sorts. In these pages you will find a collection of minions and servitors, natural creatures and specific creations that serve deities from a wide range of pantheons and mythologies. You will also find several creatures here that, while of divine level, are not directly controlled by any deity. The beings that fill this book can be incorporated into any game world, from a high-level one where the player characters interact with divine-level creatures on a regular basis to a more familiar low-level game where the deities are distant and immeasurably powerful unknowns. They can become foes or allies for the PCs, or perhaps they can bestow spells upon priests on behalf of the deities they may serve.

Strictly speaking, you need to have *The Primal Order* as a basic rulebook in order to get the most use out of these creatures. The descriptions that follow include many concepts that are explained in *The Primal Order*, including primal energy, power ratings, and so on. If you're creative, you may be able to find some use for these creatures even if you don't use *The Primal Order* rules. But this book is not intended as a stand-alone product, and GMs who try to use it in this way will be missing out on many of the more interesting features of the creature descriptions.

Terminology and Rules Systems

Just like *The Primal Order*, this book is designed to work well with virtually any roleplaying game system, whether skill-based, level-based, or something entirely different. Because of the profound differences in these many systems, certain facets of the creature descriptions are necessarily flexible. For example, different systems have different conceptions of damage. In one system a warrior hero may be able to take as many as 100 points of damage. In another, the same hero—highly skilled, yet still a normal mortal—may be able to withstand fewer than two dozen hits before dying. To circumvent this problem, we have chosen to use various non-specific terms to describe such factors as competence at skills and damage inflicted.

Power Level

This is intended as a guide to help you pick creatures with the appropriate capabilities and powers for any given encounter. The power levels used in this book range from 1, indicating a creature at the upper level of mortal capabilities, to 10, indicating a creature that even greater deities would see as a very real threat. For example, the fictional hero Conan would be power level 1, while a Zorgai, a guardian of the fabric of reality found on p. 143, would be power level 10.

The 0 10 20 System

This is the system by which most numeric attributes such as strength and points of damage inflicted are calculated. The attribute scale is divided into two ranges: the human range (0–20) and the superhuman range (21 and up).

Within the human range, 0 is the minimum ability level a human could reasonably have. The average ability level for humans is 10. The maximum ability level a professional-level adventurer could reasonably have without magical

assistance is 20. Between 0 and 20, the scale is linear, so 15 is an ability level halfway between 10 and 20.

Beyond 20, the scale becomes logarithmic. For each 5-point increase in an attribute, ability doubles. Thus 25 is twice as good as the human maximum of 20, 30 is four times as good as 20, and so on. The scale is open-ended, with no ultimate maximum.

All attributes are based on this scale. The following subsections discuss specifics of how this scale is applied to certain attributes, and other considerations within the system.

Attributes

All attributes use the 0–10–20 scale. The general definitions of the attributes are listed below. Your game system may use fewer attributes than this, requiring you to combine several of these attributes into one single number. How to use these attributes with the various game systems is described in the individual integration notes in Appendix A.

Strength reflects pure physical power, lifting capacity, and so on.

Health reflects the ability to withstand physical damage, poison, exposure, and so on.

Reaction reflects the ability to think quickly, react, coordinate, and maneuver.

Intelligence reflects memory, logic, and reasoning. Most of the minions herein are considerably more intelligent than humans, making them difficult for the gamemaster to roleplay. In general if you, as the GM, can see that your players are running some kind of ploy to deceive a minion, the minion will realize it too and act accordingly.

Destiny reflects luck-related attributes and bonuses to resistance rolls; for specifics on how this works in your game system, see the integration notes in Appendix A.

Presence reflects the ability to inspire awe, whether overwhelming admiration or stupefying terror, and the ability to motivate people to adopt the creature's goals. It does not necessarily reflect the ability to teach the people how to achieve those goals, however.

Willpower reflects the ability to concentrate, to resist domination and pain, and so on.

Speed

A creature's speed score reflects its maximum rate of movement unassisted by any extraneous effects or powers. Most creatures will normally move considerably slower than this, using their full speeds only for brief periods when necessary. This speed is measured in yards per second (yds/s).

Ability Rank

Ability rank is a measure of how skillful the creature is in various areas such as combat skills, magic aptitude, and mentalic abilities. In this book, we have used the same ability ranks that were given in *The Primal Order,* except that we have added several degrees to the "legendary" category to help us fill out the upper end of the scale in more detail. These degrees are ordered numerically: legendary 1, legendary 2, and so forth. Refer to the integration notes in Appendix A for specifics on converting these ranks to your game system.

Damage Rank

Different games systematize damage differently. In one system, a two-handed sword wielded by a warrior of average strength could inflict 1d10 points of damage. In another, the same weapon swung by the same average-strength character could inflict 1d6+3 points of body damage plus 1d6 points of stun damage. Also, a high-level warrior in one system might be able to shrug off half a dozen such blows, while in another a single blow from a two-handed sword could easily incapacitate a mortal.

Damage rank is a somewhat generic way of measuring the level of damage that a creature's attack can inflict. Using the 0–10–20 scale, 0 is no damage. A novice fighter with strength 10 on the 0–10–20 scale wielding a short sword or equivalent weapon would do 10 damage; 20 is the damage done by a professional fighter with strength 20 wielding a two-handed sword or equivalent weapon.

Attack Speed

Attack speed reflects how quickly a creature can use each of its attack forms. It does not use the 0–10–20 scale. Instead, 1x means the creature can attack at the same speed as the average novice fighter in the game system; 2x means the creature can attack twice as fast or often, and so on. A creature will often have different attack speeds for different types of attacks. Attack speed is found under "Damage Rank."

Defense Strength

Defense strength reflects the protection afforded a creature due to its skin, scales, armor, or other protective abilities or magic. On the 0–10–20 scale, 0 is equivalent to normal human skin, 10 is equivalent to standard leather armor, and 20 is equivalent to standard full plate armor that does not use exotic or magical materials. Extremely high defense strengths usually indicate powerful magical or mentalic defenses.

Primal Cost

Some of the creatures in this book have developed naturally, but many are artificial creations of various deities. At the end of the statistics for each created being, we list the amount of primal base and flux it took to create the creature and the daily amount it takes to maintain it. This way, if you want to use one of the creatures but don't want to use the creator we describe, you can have one of your own deities spend the necessary amount to create and maintain it.

Power Ratings

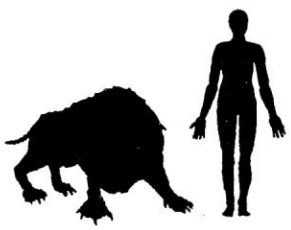
Many of the beings in this book have artifacts or special abilities that could come up against conflicts of intent or conflicts of power as described in The Primal Order. To help you resolve these conflicts, we have provided sample power ratings for these items and abilities. The power ratings listed are all based on the example power rating scale given on p. 83 of *The Primal Order;* if you don't want to use that scale, feel free to make up your own and revise these power ratings as necessary.

The Nature of Minions

When you're using the minions in this book, remember—they are not just "more monsters." These are immortal servitors of the gods, enjoying a level of power orders of magnitude above that of any mortal creature. If the creature you're describing has a high presence score, it will emanate an aura of power or presence that instantly identifies it as supernormal. Be careful to convey the awesome majesty of these creatures to your players, or they could very likely end up in some serious trouble.

ABYSSAL HOUND

Power Level	4	*Combat*	
		Unarmed Combat Skill	Professional
Strength	35	Melee Weapon Combat Skill	n/a
Health	35	Missile Weapon Combat Skill	n/a
Reaction	30	*Damage Rank*	
Intelligence	10	Physical	Claws—20 (2x each); Bite—25 (2x)
Destiny	20	Special Abilities	n/a
Presence	25	Defense Strength	45
Willpower	35	*Aptitudes*	
Size	1.5 yds	Magical Aptitude	n/a
		Mentalic Aptitude	n/a
Speed	40 yds/s	*Primal Cost*	
		To Create	50 base
		To Maintain	5 flux



APPEARANCE

Abyssal hounds resemble large, muscular dogs. They stand about three feet at the shoulder, and their bodies are a little over five feet long. Their heads and mouths are abnormally large, and usually covered with a coating of black soot that clings to their short, wiry hair. The rest of their coat—when it is not, too, covered with soot—is slate gray. Their eyes pulse a faint red, in time with their heartbeat. Any mortal who looks into those eyes must make a destiny roll or suffer chills that decrease attack and defense rolls by 25% for the duration of combat. Even if the destiny roll is made, anyone seeing a hound's eyes will understand, deep in his or her soul, that this is a minion and not a normal creature. Their six-inch-long fangs—of which there are four in each jaw—and their claws are shiny black metal.

The creatures exude a strong odor of carrion. They can speak Demon's Tongue and several humanoid tongues, but rarely bother. When pursuing prey, they are totally silent, which adds to their sense of menace. They bark or howl only when wounded.

ORIGIN & BACKGROUND

The Abyssal hounds were created by Thulus, a Crowned Prince of the Abyss. He originally intended them solely as gifts to give to various demon lords who had served him well, and created only a few dozen. When he realized what excellent guard animals the creatures made, however, he created several hundred more, many of which he kept for himself.

Abyssal hounds are perfect choices for guarding entrances, personal chambers, treasure repositories, and so on. They need no food, water or air, and will—if so ordered—stand watch forever. They are totally loyal to their master, but only so long as Thulus has specifically instructed them to be. If Thulus ever gave orders to an Abyssal hound owned by someone else, the hound would obey its creator, not its erstwhile master. It is important to note that Abyssal hounds are not overly intelligent. Thus overly complex instructions, or those that require a high level of judgment from the beasts, could well be misunderstood.

The Abyssal hounds' aggressive, downright nasty personality endears them to many demons, fiends and devils, who keep the foul creatures as pampered pets.

Sages believe there are more than 250 Abyssal hounds in existence, more than 50 of which wander the halls of Thulus's keep in the Abyss. There they terrorize lesser minions, enjoy the harsh attentions of Thulus himself, and feed

on scraps from his table. The nature of those scraps is best not dwelt upon, particularly by those with weak stomachs . . . .

Behavior Abyssal hounds have the personalities of rabid pit bull terriers suffering from a splitting headache and having a particularly bad day—only slightly worse. They enjoy chasing anything that runs, but even more they enjoy catching it and tearing it to shreds. They seem totally loyal to their creator, although there are some sages who speculate this is solely out of fear and self-preservation.

The threat-submission display shown by Abyssal hounds is fascinating. Unless under orders to the contrary, they are basically bullies. They love terrorizing creatures that they perceive to be weaker than they. If they outnumber their foes, or otherwise know they have the upper hand, they are vicious in the extreme. Should they realize that they are the ones outnumbered or outmatched, however, they will usually flee from conflict, unless ordered otherwise, of course. They will back away from stronger foes until they are wounded. Then they will fly into a killing fury, forgetting about everything else—pain, risk of destruction, tactical good sense, and so on—but ripping out their foe's throat. Once an Abyssal hound has flown into this killing fury, even the orders of its master may not penetrate. Each time the beast's master issue an order, there is only a 50% chance that it will obey. After it has failed to obey three times—*i.e.*, failed three rolls—it will never stop its mad attack until either it or its foe is destroyed. Many Abyssal hound masters have had to destroy their pets as the only way of stopping such a fury.

An Abyssal hound can maintain its top running speed for days at a time. The creature can also dimensional shift and planeshift at will and without error.



Combat In melee, Abyssal hounds attack with their razor-sharp foreclaws and with their fangs. Abyssal hounds move so fast in combat that they have a chance equal to their destiny of dodging any direct physical or magical attack. To do so they must see the attack coming and have space to maneuver. They cannot dodge attacks with an area effect, or those that do not pass through every intervening point between the caster and the target, such as spells cast through a crystal ball. An Abyssal hound can dodge attacks from only one opponent per combat exchange.

Special Ability Thulus has endowed the Abyssal hounds with a hideously powerful primally reinforced breath weapon called the Amber Fire. This breath weapon has four simultaneous effects on any creature it touches. The area of effect is a cone 25 feet long issuing from the creature's mouth, and spreading to a maximum width of 10 feet. Amber Fire has a power rating of 75. It has enough strength to burn through a 15-point primal shield and still affect a target on the other side.

The four simultaneous effects are described in the accompanying table.

Name	Effect if Destiny Roll Made	Modifier(s)	Result
Shieldreave	All armor, shield, and so on, destroyed	Power Rating test only	None
Life Drain	1d6 points lost	-40% penalty to destiny roll	Half effect from each attribute roll
Bloodboil	Agonizing death in 1 combat exchange	-50% penalty to destiny roll	Damage equiv. to 5-pt. primal blast
Cellular poison	Agonizing death in 1d8 combat exchanges	-40% penalty to destiny roll	Coma in 2d8 combat exchanges; lasts 1d4 days

I have heard tell that the Abyssal hounds were created to punish those who arbitrarily summon demons to the main plane to perform menial tasks. I have heard that the hounds are sent by the demon lord who rules the demon so summoned.

I have heard, too, that the Abyssal hounds have the habit of speaking to their foes . . . but only after they are dead and the hounds have begun to feed on their corpses.

Von Estridge, Rumormills of the Gods

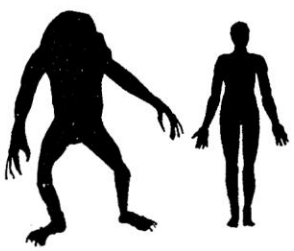
ABYSSAR

Power Level	3	*Combat*	
		Unarmed Combat Skill	Professional
Strength	40	Melee Weapon Combat Skill	Novice
Health	35	Missile Weapon Combat Skill	Novice
Reaction	25	*Damage Rank*	
Intelligence	15	Physical	Claw—25 (1x each); Bite—20 (1x)
Destiny	30	Special Abilities	n/a
Presence	0	Defense Strength	35
Willpower	40	*Aptitudes*	
Size	2.75 yds	Magical Aptitude	n/a
		Mentalic Aptitude	n/a
Speed	4 yds/s	*Primal Cost*	
		To Create	n/a
		To Maintain	n/a

APPEARANCE

Abyssars are hideous demonic minions, standing some eight feet tall and massing almost 500 pounds. They resemble humanoid reptiles—disgusting crosses between humans and lizards. They have no scales; their skin has the texture of soggy leather, and is a decaying, pustulant yellow in color. Their flesh appears to be decomposing—bubbling and ready to flake away from their bones, although it never actually does so. They have long, stringy hair—bone-white in color—down their backs to waist-level. Their eyes are dull yellow, lusterless, with no visible pupils. Looking into their eyes, one gets the overwhelming sense of soulless hatred. They tend to move slowly, almost clumsily. When necessary, however, they can keep pace with a running human, and can strike rapidly in combat.

Abyssars reek of rotting flesh. They speak a harsh, guttural tongue known only to demons and Lords of the Abyss, and speak or understand no other language.



ORIGIN & BACKGROUND

Although certain sages claim that the Abyssars were created by one of the Lords of the Abyss, most demonologists believe they arose independently, evolving "naturally"—if such a term can be used—on one of the lower planes of the Abyss. Nobody knows when they arose as a self-aware, sentient race, but it must have been several millennia ago. Today, there are thought to be between five and ten thousand of the demonic creatures. Most can be found on the various planes of the Abyss, enjoying a lifestyle that perfectly matches their temperament. Some, however, have been inducted into the service of various Abyssal Lords.

BEHAVIOR

On the planes of the Abyss, Abyssars live in small war bands usually numbering fewer than 12 individuals. Most of these bands are migratory, moving into an area, killing or terrorizing the inhabitants, then moving on. Some, however, have built up permanent settlements, intimidating the lesser Abyssal creatures into serving them.

Various Abyssal Lords have bribed or intimidated Abyssars into serving them. The payment offered to Abyssars is usually the right to torment any damned souls they encounter, plus the opportunity to kill and destroy. Few Abyssars could turn down such an offer.

Like most demons, Abyssars are cruel and undeniably immoral. They hate anything and everything that is not an Abyssar, and will destroy or torture it if

they can. They particularly hate mortal sentients, and will go far out of their way to bring them grief. On the Abyssal planes, Abyssars will not destroy the various tormented souls condemned to this foul place—although they could do so. They prefer to simply add to their torment, believing that continued existence is more horrific to these souls than is destruction.

Although usually found in the Abyss, Abyssars are sometimes found on other planes, dispatched their by the Abyssal Lords to spread death, destruction, and terror. On any other plane, it is unusual to encounter more than three Abyssars, and a sole individual is much more common.

Abyssars can teleport at will, and use whatever modes of movement are usually available to demons in the individual game world.

COMBAT Although Abyssars can use melee and missile weapons—albeit not well—they prefer to fight bare-handed. They strike with both claws, and with their jaws. Any organic or inorganic material that touches an Abyssar will instantly decompose as though it had aged thousands of years, unless it makes a destiny roll. This ability has a power rating of 65. Wood will rot and crumble; metal will rust and disintegrate into dust. This disintegration



is instantaneous. Any living being who touches an Abyssar, or is touched by one, suffers an even worse fate unless he or she makes a successful destiny roll. The creature's body becomes corrupted—putrefying to look something like an Abyssar—as does its soul and mind. The creature becomes a hate-filled, twisted parody of its former self, raging with fury, and delighting in the destruction of all who are not like it. A corrupted character will retain all his or her normal attributes and skills, but will act like a ravening destroyer. It is advised that the GM take over the character at this point. A corrupted character can be redeemed only by direct divine intervention. Note that Abyssars can "turn off" this corruption ability at will, which they will do if they want to use a weapon. This deactivation is highly selective, however; an Abyssar wielding a sword will still destroy any other weapon that touches its body. Abyssars will deactivate their soul-corrupting power if and only if they believe that doing so will cause their foe more torment.

Special Abilities

So horrific is the stench exuded by Abyssars that any character approaching within 100 feet must make a successful destiny roll or be violently ill—and incapacitated—for two combat exchanges. On a successful roll, the character is not incapacitated, but still suffers nausea and extreme psychological discomfort.

"Yes, it has been said that the corrupted victims of the Soulwrenchers [Abyssars] can be redeemed by the gods, if the gods consider them worthy. But I say unto you in warning: one who is so redeemed is never returned to how she once was. Her physical health will always suffer, and her sanity will always hang by the finest of threads. I say this to you not to blunt your will or sap your resolve, O warriors of renown, you who would face the Soulwrenchers and remove their taint from our land. But my soul would not rest easy in my breast if I were to send you forth unaware of the risks that you face . . . "

Murrigaine of the Light, "Address to the Warriors," recorded in Annals of the Guardians

ALLISTAYR

(AL-ih-stair)

Power Level 7

Strength 25
Health 40
Reaction 35
Intelligence . . . 40
Destiny 40
Presence 30
Willpower 45
Size . . . . . 2 yds

Speed
Walk 6 yds/s; Fly 25 yds/s

Combat
Unarmed Combat Skill . . . . . Novice
Melee Weapon Combat Skill . . . . . Novice
Missile Weapon Combat Skill . . . . . Novice
Damage Rank
Physical . . By weapon type (1x) (plus Strength bonus)
Special Abilities . . . . . n/a
Defense Strength 55
Aptitudes
Magical Aptitude . . . . . n/a
Mentalic Aptitude Legendary-8
Primal Cost
To Create . . . . . 200 base
To Maintain . . . . . 20 flux per day



Appearance

When meeting with humanoids, allistayrs always take on the form of the race with which they are dealing. Their minion status is reflected in their exceptionally high charisma, however, and in their almost-divine beauty. In humanoid form, they wear whatever clothes are appropriate for the time and place, although they prefer garb with simple lines and pure, bright colors. When appropriate, they carry weapons. They never wear normal armor. Allistayrs can be recognized by the fact that they always wear a fine band of silver around their brows.

In their true form, allistayrs appear as supernaturally beautiful, androgynous humans. Their skin is the white of purest alabaster, their hair like burnished gold, and their eyes brilliant azure. They seem to glow with their own inner light. They wear simple white togas.

Origin & Background

The allistayrs were created by Lord Chestalain, the Patron Deity of Mentalists. Lord Allister Chestalain was once a mortal who ascended to godhood based on his extreme mentalic abilities. When he was a mortal child of twelve, his entire family was killed in a freak magical accident. It was only much later that Lord Chestalain discovered the deaths were the result of magical research by the sinister wizard Elfrandin, who was devising a new spell of mass destruction. This tragedy shaped much of Lord Chestalain's adult—and divine—personality. To this day, he hates the profligate and reckless use of magic, and has taken it upon himself to punish those who misuse magical energy. "Misuse," of course, is in the eye of the beholder, and Lord Chestalain is somewhat touchy on the subject. He still seeks vengeance against Elfrandin—who has, in the interim, ascended to the level of godling himself—but has yet been unable to track him down.

A century or so ago, Lord Chestalain decided that he needed help in his quest for vengeance, and in tracking down and punishing rash wizards. To this end he created some 35 allistayrs.

The allistayrs are mentalists of almost godlike ability. They wander the planes of existence, seeking out those who misuse magic, and severing the malefactors from contact with magical energy.

Behavior Allistayrs share their creator's hatred for Elfrandin, and for those who profligately misuse magic. If a wizard anywhere in the multiverse uses extreme amounts of magical energy (in the GM's sole judgment), there is a 25% chance that the allistayrs will detect the flow of power. Depending on the amount of energy involved, and thus the power of the wizard, between one and ten allistayrs will pay a visit to the wizard to teach him or her a lesson. If this is a "first offence," the allistayrs will usually be satisfied with delivering a warning—often reinforced by destroying some or all of the culprit's magical items, spell books, and so on. For a subsequent offense, or if the use of magic was exceptionally reckless—leading to the deaths of innocent families, for example—the allistayrs will administer punishment in the form of "the Fever" (see below).

In personality, allistayrs are aloof and generally uncommunicative. They will rarely listen to explanations, justifications, or claims of "extenuating circumstances," preferring to inflict punishment in the most efficient manner and then leave. They cannot be intimidated, bribed, or fast-talked. If met by overwhelming force, an allistayr will simply retreat until it can summon reinforcements—several dozen of them, perhaps—and then try things again.

If an allistayr should ever discover the location of Elfrandin, it will summon all of its fellows and Lord Chestalain himself. The allistayrs will then fight alongside their creator until Elfrandin is destroyed.

An allistayr can fly using mentalic power, and can teleport, dimensional shift, and planeshift at will and without error.

Combat Allistayrs can use any form of weapon, although not well. For this reason, they will almost never do so. They prefer to use their mentalic abilities (see below).

An allistayr is always surrounded by primally powered mentalic armor. This is invisible yet tangible, a thin barrier that shields the creature's entire body. Any physical attack must make a successful power rating roll to penetrate the armor. The armor also provides a flat 50% resistance against magical attacks. This mentalic armor has a power rating of 78.

Special Abilities All allistayrs have a unique mentalic ability that renders magic-users impotent. This discipline—called "the Fever"—permanently severs the target's connection with unconfigured magical energy. This prevents the target from ever again summoning magical energy and bending it to his or her will. Thus, a victim of the Fever can still be affected normally by magical spells cast by another, but can never cast or create any spells of his or her own! As far as anyone knows, the effects of the Fever are permanent. Perhaps Lord Chestalain himself can reverse the severance, but he has never done so. An allistayr can bestow the Fever on five targets per combat exchange.



The discipline is primally supported by Lord Chestalain, and has a power rating of 63.

Allistayrs always wear a thin band of silvery metal around their brows, even when in humanoid form. This band is actually an artifact created by Lord Chestalain. The artifact—called a Cridos—is an amplifier for mentalic energy, allowing an allistayr to use mental disciplines at one half of their normal cost. Because of this artifact, allistayrs rarely if ever exhaust their reserves of mental energy. This artifact has a power rating of 76.

Allistayrs are powerful mentalists. They can use all known forms of mentalic powers, all at the upper range of Legendary rank. If Lord Chestalain considers a particular encounter particularly significant, he can primally lace an allistayr's mentalic attacks.

"Fear the Fever.

"Fear it. It will sever you forever from the powers of magic. Can you imagine what that must be like? Never to be able to touch the Power again? Never be able to use the Art? To hear it calling to you, the siren song of magical energy keening in your ears, yet be unable to answer its call? Rather take my eyes than my magic.

"It is said that six demigods have suffered the Fever, and ten score mortal wizards of great power. Most still suffer from it, since only the Omnipotence of a greater deity can reverse the effect.

"Be conscious, always, when you touch the magical energy that an allistayr may be watching, ready to bring the Fever down upon you . . . "

From a conversation with Dane Llolomond, Mage Master of Irilin

ANIMANT

(AN-ih-mant)

Power Level . . 1–4

Strength . . 15–35§
Health . . . . . n/a
Reaction . . . . 15§
Intelligence . . 10§
Destiny 0
Presence 20
Willpower . . . 15§
Size . . . . . 2 yds

Speed
12–24 yds/s§

The symbol § denotes that this statistic can vary from the typical value listed.

Combat
Unarmed Combat Skill . . . . . Veteran to Master
Melee Weapon Combat Skill . . . . . Veteran to Master
Missile Weapon Combat Skill . . . . . Veteran to Master

Damage Rank
Physical
20–25 (1x), or by weapon type (1x) (plus Strength bonus)
Special Abilities . . . . . n/a
Defense Strength . . . . . Varies (typical range 20–30)

Aptitudes
Magical Aptitudes . . . . . n/a
Mentalic Aptitudes . . . . . n/a

Primal Cost
To Create . Varies (6 days enchantment per body part)
To Maintain . . . . . None

Appearance

Animants are hideous, composite undead minions created by the greater deity Archës, the Master of Shadows. These minions are all different in appearance, and all grotesque. Their bodies are patched together from fragments of different animated bodies. Some are roughly humanoid, resembling Frankenstein's monster. Others are shapes out of nightmare, with half a dozen arms, multiple heads, fanged mouths in their chests, and so on. Most but not all animants wield numerous melee and missile weapons clutched in a profusion of appendages.



Origin & Background

Several centuries ago, Archës developed a range of innovative animation spells that allowed him to animate only part of a dead body, such as the torso or a limb. He then discovered ways to combine disparate animated parts into a nightmarish whole, melding them together with an infusion of primal energy. Thus, the animants came into being.

Although he initially viewed the animants he created as little more than curiosities, Archës quickly realized that they made effective bodyguards and shock troops. By incorporating many arms into an animant, Archës could create an incredibly effective killing machine that had the additional advantage of terrifying anyone who saw it. Over the centuries, he has built several hundred of these hideous things, each different in design and capabilities.

Behavior

Animants are generally mindless and are incapable of following even the simplest spoken orders. Archës controls them using specific versions of command spells, which he only rarely teaches to others. They are killing machines, pure and simple, and are incapable of anything else. Note that only corporeal undead can be incorporated into an animant. No matter how intelligent the undead was before incorporation, once it is part of an animant it is totally mindless.

Most of the several hundred existing animants can be found on Archës's home plane, in the service of the Master of Shadows. Some few might appear on other planes, performing various tasks for their creator. In addition, several

are in service to powerful mages to whom Archës has revealed the secrets of controlling the beasts. Depending on their structure, animants move by walking or crawling. They have no innate ability to planeshift or teleport.

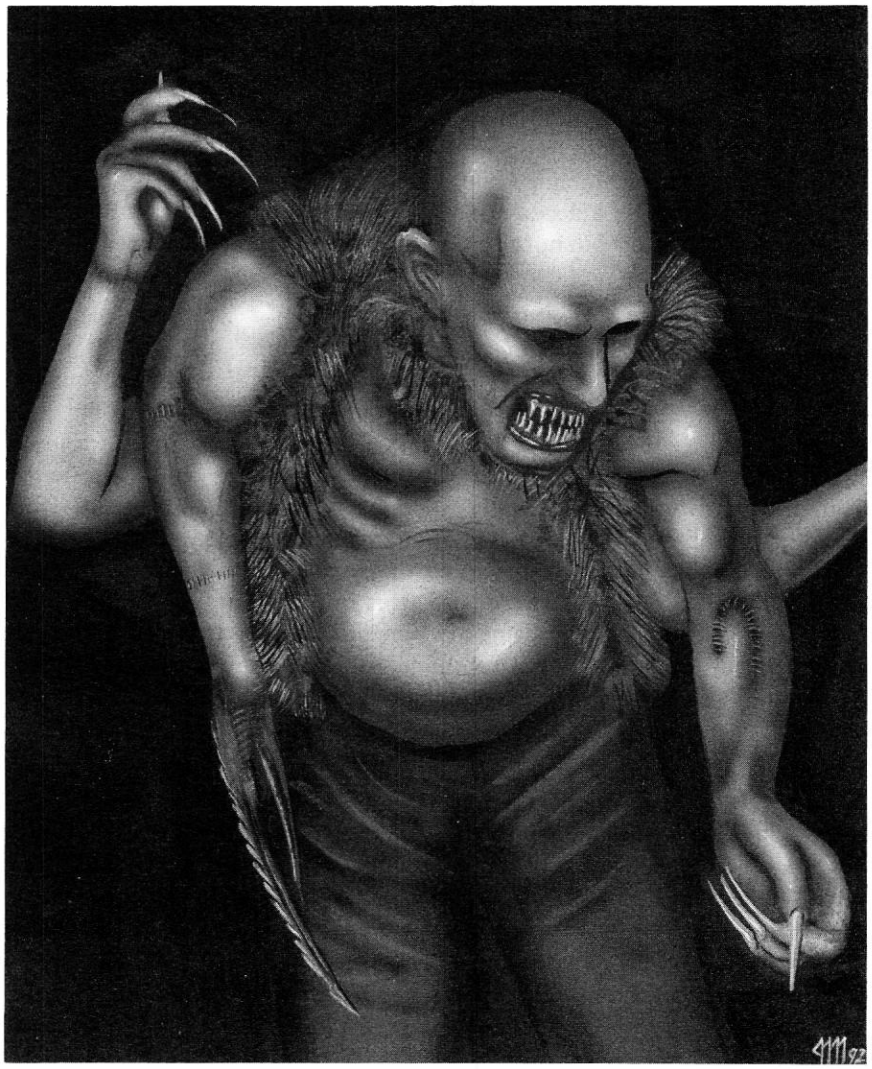
Combat

An animant's combat abilities depend entirely on the components that went into its creation. In general, an animant can wield one melee weapon for each arm it possesses. Certain animants are capable of using simple missile weapons such as spears, darts, and so on. It has been rumored that certain animants are even able to use bows, but this has yet to be confirmed.

Each segment of an animant, including the head, torso, each limb, and so on, must be destroyed independently. Only when all segments have been destroyed has the animant truly been "killed." The loss of one component has no effect on the rest of the creature other than the loss of that segment's abilities.

Special Abilities

Some specialized animants have been created with fragments of free-willed undead bonded



into the whole by powerful magics. These portions, most often limbs, still possess the special attack forms, such as energy drains, that they had before incorporation.

An animant's entire will, such as it is, is focused on combat. As a result, if it feels that it can no longer attack effectively, such as if it has lost all its limbs, the creature will self-destruct, blowing apart in a burst of magical energy. This explosion inflicts a damage rank of 30.

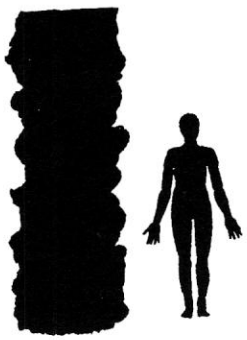
There are those animants who seem capable of using magic and mentalics. Little is known about how this came to pass. Perhaps these creatures contain portions of corporeal undead that were previously able to use these abilities. This, to me, seems somewhat unlikely, since surely the use of magic and mentalics requires intelligence, and animants are mindless.

More likely is the speculation that certain animants have been given magical items to use in combat, or perhaps even runes and symbols that they can activate in time of need. Since it is known that Archës is served by a symbolist of legendary caliber—one Kurthane by name—this seems possible.

Lane the Necromancer, Speculations

ARK RADIANCE

Power Level	6	*Combat*	
		Unarmed Combat Skill	Master
Strength	25	Melee Weapon Combat Skill	n/a
Health	30	Missile Weapon Combat Skill	n/a
Reaction	30	*Damage Rank*	
Intelligence	20	Physical	Plasma Pseudopod—Special (3x)
Destiny	30	Special Abilities	n/a
Presence	25	Defense Strength	n/a
Willpower	45	*Aptitudes*	
Size	10 yds	Magical Aptitude	Legendary-3
		Mentalic Aptitude	n/a
Speed	20 yds/s	*Primal Cost*	
		To Create	1,200 base
		To Maintain	10 flux per day



APPEARANCE

An ark radiance appears as a swirling pillar of blinding light, about 30 feet tall and five feet in diameter. They burn with a harsh, blue-white light, with a luminosity three times that of noontime sunlight. They are sentient minions composed of pure energy—in effect, the same kind of fusion reaction that causes stars to shine, yet given life and awareness by their divine creator. The most damaging energies that the creatures give off are constrained; otherwise, they would instantly vaporize anything within several miles of them. The only energies that are not constrained are their light and a strong electromagnetic field. This field feels like static electricity, giving the air around them the acrid scent of ozone, the "smell of a thunderstorm," and making hair stand on end. The field has a diameter of 50 feet. Ark radiances emit a loud crackling noise, mixed with a pure, high-pitched musical tone.

ORIGIN & BACKGROUND

The ark radiances were created by Adian, an elven greater deity of magic and enlightenment. Several millennia ago, Adian's home plane suffered frequent invasions by large numbers of malevolent dragons of great power. The beasts were being goaded to attack Adian's plane—and, in fact, transported to that plane—by another deity who was a rival of the elven god. Although the dragons could do little to harm Adian himself, they caused such commotion among the other inhabitants of his plane that he realized he had to do something.

Adian created the first 20 ark radiances as planar guardians, "shock troops" tailor-made to counter the draconic incursions. When the next invasion occurred, the ark radiances struck terror and confusion into the hearts of the dragons, rampaging among them like destruction personified, while Adian's other minions pounded a withering barrage of spells into the invaders. The few surviving dragons fled back to their own plane. There have been other incursions—some of staggering size—but Adian's forces have won every battle in the "Draco/Radiance" war, although sometimes with significant losses.

Ark radiances can reproduce by fission, one ark radiance splitting into two. Their reproductive rate is low, but at the peak of their population there were almost 400 of the minions. Losses in the Draco/Radiance war decreased this number, until there are thought to be fewer than 300 left in existence.

BEHAVIOR The ark radiances are guardians, pure and simple. That is what they were created for, and that is all their personalities are suited for. Guardianship does not necessarily mean killing all intruders, however. If an unauthorized presence appears in the area they are guarding, the ark radiances will first try to warn the intruder off using their innate telepathic ability. They will not negotiate with an intruder, however, just deliver a simple and straightforward message like, "You are not welcome here. Leave or you will be destroyed." They will then try to drive an intruder away, attempting to intimidate with their great size and obvious power. Only the most powerful—or stupid—intruder will not back down before an aroused ark radiance. If warning and intimidation do not work, only then will they attempt to eliminate the intruder.

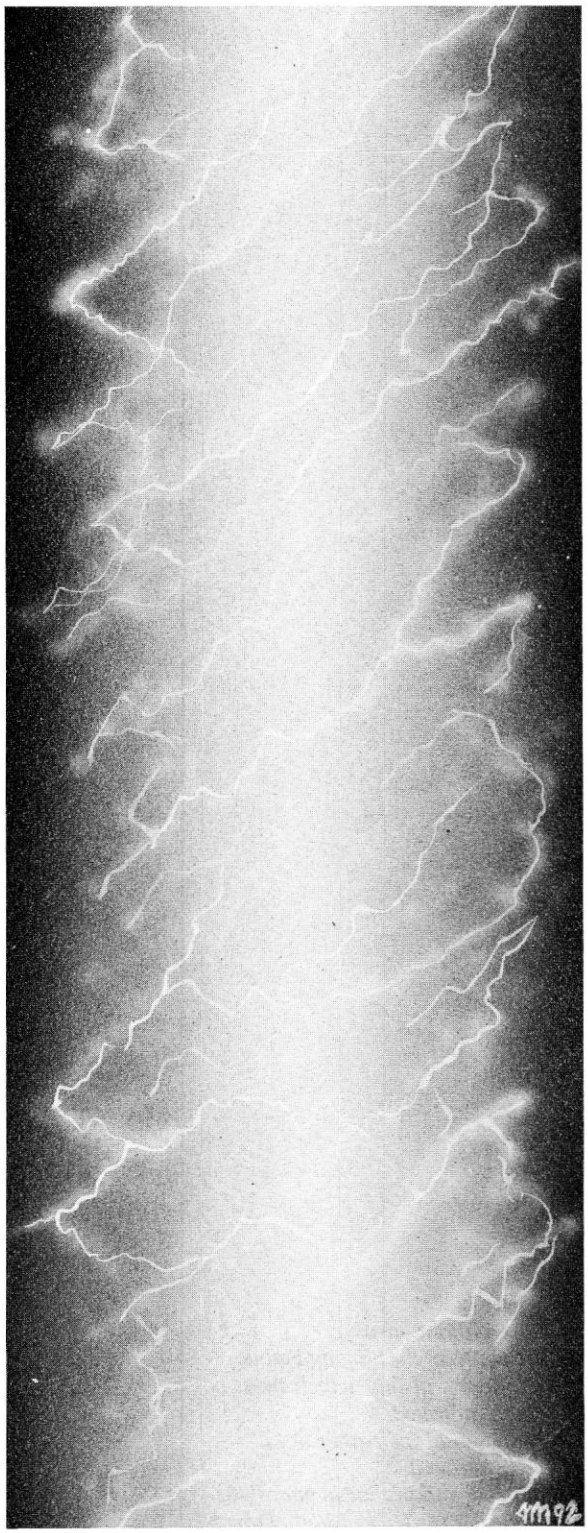
Most of the ark radiances can be found on Adian's home plane, patrolling and watching for intruders. From time to time, however, the deity will dispatch one or more of the minions to another plane on a mission. The missions to which ark radiances are assigned always have something to do with guardianship—defending territory, or protecting an individual. Adian will not issue such a mission lightly; only territory or individuals of significant importance to his overall plans warrant the use of ark radiances.

An ark radiance is totally unaffected by gravitational fields, and is not subject to the laws of inertia. It can teleport without error three times per day, but cannot cross planar barriers without Adian's intervention.

COMBAT In combat, an ark radiance strikes at speed 3x by extruding a thin "pseudopod" of high-energy plasma. This pseudopod has a maximum range of 20 feet, and inflicts terrible damage on any creature it touches. Alternatively, the minion can vaporize all non-living material in contact with one living target—weapons, armor, other equipment, and so on—by disrupting the material's molecular bonds. This ability has a power rating of 70; all items receive a destiny roll to resist destruction. This power has a range of 50 feet. The ark radiance must concentrate on this ability, and is unable to do anything else that combat exchange.

Since ark radiances have no physical body, they can suffer no purely physical damage. Any non-living object that actually strikes an ark radiance must make a destiny roll or be vaporized as discussed above. Any living creature who touches an ark radiance suffers damage as if struck by the minion's plasma pseudopod. Only purely magical—or primal—attacks can harm an ark radiance.

In large-scale combat—particularly with dragons—ark radiances fight in small groups of three to five, concentrating their attacks on a single target at a time, and striking from multiple directions simultaneously. They will always pick out and try to neutralize the most powerful and dangerous foes first.



Special Abilities Ark radiances are natural telepaths. This is an innate—not mentalic—ability. Because of their original purpose—to repel draconic invaders—they have certain advantages when fighting dragons. They are totally immune to the fear aura that surrounds many dragons, and never have to check morale when fighting dragons.

Fire without burning,
Columns of the Singing Flame,
Protectors of that which must be protected.
Children of the Father of Enlightenment,
Endless and immortal guardians,
Wyrmbane, Drakedoom, Lizardhammer.

Stanza 21, Songs of the Elven Masters; *Author Unknown*

ASKARATAN

(ass-kar-AT-tan)

Power Level 7

Strength 35
Health 25
Reaction 20
Intelligence . . . 15
Destiny 15
Presence 45
Willpower 25
Size . . . . . 8.6 yds

Speed . . . 12 yds/s

Combat
Unarmed Combat Skill Legendary-5
Melee Weapon Combat Skill
Veteran (Legendary-5 with clubs, axes, and hammers)
Missile Weapon Combat Skill
Veteran (Novice with mechanical bows such as crossbows)
Damage Rank
Physical
Claws—30 (2x each); Tusks—35 (2x); Mandibles—35 (2x)
Special Abilities . . . . . n/a
Defense Strength 35
Aptitudes
Magical Aptitude . . . . . n/a
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . 750 base
To Maintain . . . . . 50 flux

Appearance

An askaratan resembles a giant humanoid, standing some 26 feet high at the shoulders, and weighing in excess of 2,500 pounds. The creature has the head of a boar, with tusks 5 feet long framing a mouth that sports hideously serrated mandibles 8 feet long. Its eyes are relatively small for the size of the head, and have a piercing, hypnotic gaze. The head is so large and heavy that it is always bowed down below the level of the creature's shoulders.

The askaratan has abnormally large, clawed hands; its feet, although huge, resemble those of a normal human. The minion normally moves slowly, emphasizing its incredible mass and size. When it wishes, however, it is frighteningly quick on its feet, unnaturally so for something so big.



An askaratan has a silver-blue mane extending down its back from its head to its hips. Apart from this mane, its skin is hairless, mottled in shades of tan, brown, and sometimes even pure white. Askaratans are androgynous, with no overt genitalia.

Askaratans exude an odor of death and decay. When they speak, their voices are dry and raspy. They speak their own tongue, plus some human and humanoid languages.

Origin & Background

The first askaratan was created by the ancient sorcerer Bakroth to guard his personal treasure vaults. In later years, Bakroth formed an alliance with a group of wicked dragons who were currently at war with some crossplanar rivals. In return for undisclosed but presumably huge sums, Bakroth created more askaratans for these dragons, to guard their lairs and their hoards while they were away fighting their foes. As a result of this deal, more than 200 of the vile creatures came into being.

Bakroth soon paid the price for dealing with dragons. Relieved of worries about their personal hoards, the dragons soon destroyed their rivals. Bakroth was invited to the victory dinner as guest of honor, but quickly became the main course. The secret of making askaratans is thought to have died with Bakroth.

Some 185 of the askaratans Bakroth created are believed to be alive still, some 1,200 to 1,300 years after their maker's death, guarding the lairs of their

original draconic masters, who are also still alive. Since askaratans are believed to live for five millennia, these monsters are still in their prime. Fifteen or so have been killed, some by adventurers looting the hoards the creatures guarded but most by draconic rivals of their masters.

BEHAVIOR Askaratans were created for the sole purpose of guarding vaults, lairs, and hoards, and this they do exceptionally well. They are very territorial, attacking anything and everything that comes within their area. Only the creatures who possess their soul gems, described below, can control them. They enjoy killing and are exceptionally good at it. They cannot be reasoned with or bribed, and they are easily intelligent enough to see through most typical ploys that would be used against them.

It is exceptionally rare to encounter more than one askaratan at a time. This is because the creatures are so territorial that they would attack each other on sight. Certain of the more powerful baneful dragons have developed magics powerful enough to prevent two askaratans from ripping each other to shreds, but this situation is exceptionally rare.

An askaratan has no soul in its body. Its entire life force is concentrated in an item called a soul gem. Whoever possesses the soul gem can command the askaratan to guard a lair, hoard, or any equivalent area. This enforced stewardship will last until the askaratan is destroyed or the order is countermanded. Even possession of a soul gem will not allow a character to order an askaratan to do something against its nature, such as be friendly to strangers. Destroying a soul gem instantly kills the associated askaratan. Soul gems are exceptionally resilient, however, and can resist most attack forms short of primal.



Combat Askaratans attack with their two claws, with their tusks, and with their mandibles. The creatures will use any weapons that are in the hoard they are guarding. Since all they do is sit on the hoard all day, it is safe to assume that they have picked out the weapons they can use to best effect. Obviously, if the creature is using a weapon, it cannot also attack with that claw.

Askaratans are totally resistant to both magic and mentalics, and to elemental attacks based on fire, water, earth, or air. At the end of each combat exchange they regenerate 50% of damage inflicted on them that combat exchange. The only exception to this is damage inflicted by primal-based or primally laced attacks; they can regenerate only 10% of such damage at the end of the combat exchange.

Special Abilities An askaratan is always surrounded by a primal-based gravitational field three times as strong as Earth-normal gravity; this field has a power rating of 80. The creature can reverse this field at will, changing the direction of "local down." It can use this field to knock foes from their feet, redirect missile weapons, and so on. The field extends to a range of 20 feet from the body of the askaratan, and does not affect the askaratan itself.

So hideous is the askaratan that anyone sighting the creature must make a resistance roll to avoid freezing, collapsing, or simply fleeing from the horror. This ability has a power rating of 65.

And although Bakroth did complete his deal with the baneful dragon lords, and supply them with the askaratan servitors they demanded, yet he did not fully trust them. He created six especially powerful askaratans, the Chosen Six, whose purpose was to avenge him should any dragon betray him. In case of such betrayal, the Chosen Six would seek out the perpetrator, free the askaratan in that dragon's service, and then all seven would fall upon the dragon to destroy it.

As history relates, all the dragon lords betrayed Bakroth, leading to great confusion among the Chosen Six . . .

. . . Yet through it all, there are recurring tales that the Chosen Six have already sent three of the dragon lords into the final darkness, and yet hunt the remainder.

The question remains, of course: to what will the Chosen Six—free-willed askaratans, with no masters—turn their attentions when all the dragon lords are dead?

Tales of the Dragon Lords, *Author Unknown*

BACHRON

(BOK-ron)

Power Level 5

Strength 45
Health . . . . . n/a
Reaction 20
Intelligence 5
Destiny 30
Presence 30
Willpower 25
Size . . . . 2.75 yds

Speed
Walk 21 yds/s; Fly 40 yds/s

Combat
Unarmed Combat Skill Legendary-4
Melee Weapon Combat Skill . . . . . Novice
Missile Weapon Combat Skill . . . . . Novice

Damage Rank
Physical
Front Claw—25 (2x each); Rear Claw—25 (1x each); Mandibles—20 (1x)
Special Abilities . . . . . n/a
Defense Strength 75

Aptitudes
Magical Aptitude . . . . . n/a
Mentalic Aptitude . . . . . n/a

Primal Cost
To Create . . . . . 10 base
To Maintain . . . . . 1 flux per day



APPEARANCE

Bachrons are semi-intelligent insectoid creatures, standing about five feet high at the shoulder. Their bodies are about eight feet long, and a little less than three feet in diameter. They have six limbs, like normal insects; these limbs, however, resemble human arms tipped with long, scythe-like claws.

Sprouting from the creature's thorax are four wings, resembling those of a dragonfly, with a span of 14 feet. Although these wings are iridescent and almost transparent, they are actually made of a magically-reinforced metal—as is the creature's entire exoskeleton. The creature's body and limbs are covered with overlapping scales, black and translucent, through which the inner workings of the beast's body can just be seen. The claws, too, are black, made of the same semi-transparent metal.

Bachrons smell of ozone, smoke and various nauseating sulphur compounds. In flight, they emit a high-pitched buzzing, which is painful to the ear. This is due to the rapid beats of the great wings. Anyone who looks into a bachron's black, multifaceted eyes feels a sense of almost-mindless hatred looking for an outlet.

ORIGIN & BACKGROUND

Bachrons are the creations of Morden, Lord of the Nether Darkness and chief councilmember of the Fell Council of Hell . This sinister deity decided, some millennia ago, that he needed fast and maneuverable scouts and guardians to protect his territories from the other malevolent beings that exist on the nether planes. The bachrons fit the bill perfectly.

They are highly territorial, and loyal to their lord. "Squadrons" of 16 to 20 of the hideous beasts patrol the outer perimeter of the plane of Nether Darkness. If they encounter intruders—and anyone not personally invited by the Lord of the Nether Darkness is considered an intruder—they will split into pairs and attack. While the guardians of other planes may have orders to "prosecute to drive off," bachrons always "prosecute to destroy." Once they have slain the intruders, the bachrons carry the corpses back to their lord for examination.

There are some 3,000 of the beasts, most of which can be found on the plane of Nether Darkness. It is thought that Morden creates replacements for any that are destroyed.

Behavior Predictably, considering their origin and allegiance, bachrons are decidedly hostile and mean. They enjoy killing, and they are very good at it. If they outnumber their foes, they frequently prolong the conflict so they can enjoy the pain and terror they cause. In more even fights, they use their speed and mobility to their best advantage.

Bachrons always travel and fight in pairs. Although not highly intelligent, they can recognize a losing position. They will never turn away from battle, and will fight until they are destroyed. But if they recognize that defeat is unavoidable, they will issue a mental summons to more of their kind. These reinforcements will flock to the site of battle from anywhere else on the same plane.

Although most bachrons spend their time patrolling the periphery of Hades, they can sometimes be found on other lower planes, performing inscrutable and nefarious deeds for their lord. Bachrons cannot be reasoned with, bribed, or intimidated. They have no true instinct for self-preservation, considering the



tasks they are assigned much more important than their continued existence. It is unknown whether this is because they are too unintelligent to comprehend personal non-existence, or because they know what will happen to them if they fail Morden. They will follow the orders of the Lord of the Nether Darkness, and those few demigods and godlings to whom he has given authority over them, no matter how self-destructive the required actions may be.

A bachron cannot planeshift by itself. If its presence is required on another plane, another creature must transport it. It can, however, teleport without error three times per day.

Combat

A bachron normally attacks with its two foreclaws. If it is flying, it can also attack with its other four claws. It can also bite with its serrated mandibles. The creature's wings are so strong that it can lift a mass of up to 400 pounds—for example, an armored warrior—which it can then drop from a great height.

The semi-transparent exoskeleton of a bachron is resistant to fire and heat-based attacks, and takes no damage whatsoever from bludgeoning weapons, or attacks that inflict damage solely through impact. Bachrons are totally immune to mentalics, and to magics that affect the mind or the soul.

Special Abilities

Bachrons can capture and hold "free-floating" souls—those of mortals they have just slain—as described on pages 43–45 of *The Primal Order.* Morden endows each bachron with five points of flux per day, which can only be used to draw souls. Unlike deities, these minions can only draw a soul that is within 100 feet. A bachron can hold a maximum of three souls captured, and only for a period of 24 hours. At the end of this time, the minion must release the souls. If the bachron is on the plane of Nether Darkness, then Morden can choose whether or not to absorb the souls; if on any other plane, the minion must release the souls to a free-floating condition. In each combat exchange, they can mentally identify the true race, sex, age and moral/ethical outlook of any three intelligent creatures within 50 feet. This ability has a power rating of 70.

The creatures have primal-based senses (power rating 72) that can detect invisible, cloaked, shielded, or dimensionally nonstandard creatures and objects at a range of up to 120 feet.

The High Unholy Days are times of great and terrible rejoicing in the dark lands of Hell. On these days, the Lord of the Nether Darkness sends forth a dozen Flying Horrors, known to some as the bachrons, to the main plane and the world above. These fiends are charged with slaying 100 innocent victims, and returning their carcasses to the Palace of Night to be served as delicacies at the Feast of Souls.

Malaclypse the Elder, The Demonomicon

BEAST OF BABYLON

Power Level 8
Strength 55
Health 35
Reaction 20
Intelligence . . . 15
Destiny 20
Presence 25
Willpower 40
Size . . . . . 10 yds

Speed
Walk 8 yds/s; Fly 12 yds/s

Combat
Unarmed Combat Skill Legendary-1
Melee Weapon Combat Skill Legendary-1
Missile Weapon Combat Skill Legendary-1
Damage Rank
Physical
Claw—30 (1x each); Bite—30; (1x); or as appropriate to form
Special Abilities . . . . . As appropriate to form
Defense Strength 25
Aptitudes
Magical Aptitude . . . . . Appropriate to form
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . 1000 base
To Maintain . . . . . 15 flux per day

Appearance

A beast of Babylon resembles an immense lion with huge eaglelike wings sprouting from its shoulders. They stand about 30 feet high at the shoulder and mass more than a full-grown bull elephant. When fully extended, their wings have a span of almost 80 feet. They are a light tan in color, exactly the same hue as weathered sandstone. Their texture also is hard, cool, and gritty. When a beast of Babylon remains perfectly motionless, it is almost impossible to tell from a sandstone statue. When it moves, it exudes an aura of incredible power and overwhelming menace. Although there are some normal monsters larger than the beasts of Babylon, none of them radiate the same sense of power; thus, beasts of Babylon are easily distinguishable from mortal creatures.

The creature's roar sounds like that of a normal lion, amplified to well over the threshold of pain.

Although they are frequently encountered in their natural form, beasts of Babylon are also able to shapechange freely, as described below. Thus they can be encountered in virtually any form whatsoever.



Origin & Background

According to Babylonian mythology, Tiamat created many creatures to aid her in her war against Marduk and the Anunuki, the council of deities led by Anu. The beasts of Babylon were among these creations.

The original mated pair of beasts of Babylon were named Sortuthra and Meanigre. When she created them, Tiamat wove into their very essence an intense hatred of Marduk and the other deities of the Anunuki. She did not, however, inculcate in them an unshakable loyalty to her. Before the great conflict with Marduk, Meanigre realized that Tiamat's plans for the impending battle were foolish, and that they would lead to her downfall. Although she and her mate decided that they would fight alongside Tiamat anyway, they both feared that their defeat would mean the end of their bloodline. To prevent this, before the final battle, Meanigre bore a litter of offspring and concealed them in a remote wilderness area of Babylon, where they survived and prospered.

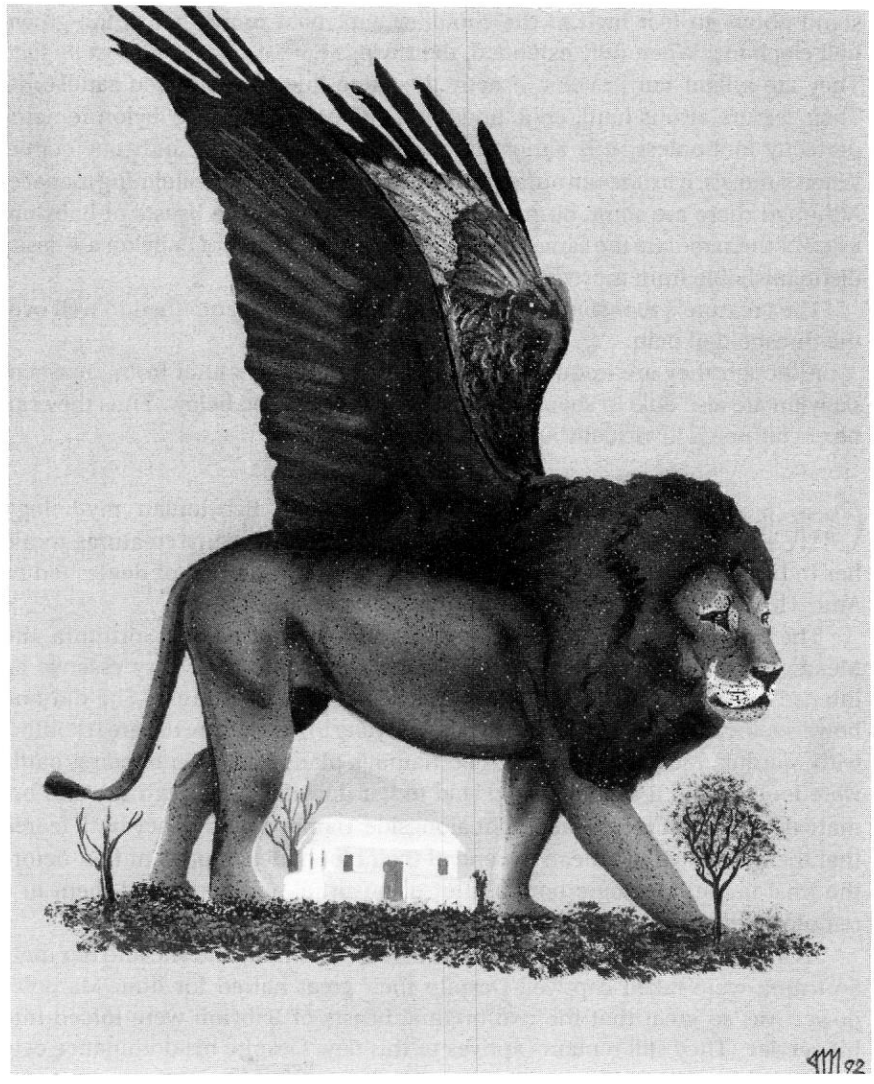
As Meanigre had predicted, Marduk defeated Tiamat, and she and her mate Sortuthra were taken captive. Despite their great hatred for him, Marduk's power was so great that the two original beasts of Babylon were forced into his service. They still remain captives to this day. Despite his dominance over

them, there is one thing that Marduk has never been able to coerce them into doing—bearing another litter.

The offspring of Meanigre and Sortuthra thrived and multiplied. In current times, they have allied themselves with Caconophtili the Beastmaster. Caconophtili is a supported demigod of the Babylonian mythos who acquired his own plane approximately seventy years ago. He professes a great interest in and affection for the beasts of Babylon, and so they serve him willingly. He allows other Babylonian deities to use beasts of Babylon as servants, and the beasts themselves seem willing to accept this "detached duty."

There are thought to be over 1,000 beasts of Babylon on Caconophtili's plane, with another several hundred in the service of various Babylonian deities and great heroes.

BEHAVIOR Beasts of Babylon are definitely feline, and this kinship is exhibited in their behavior. Like most other great cats, they are proud, independent, sometimes lazy, and frequently a little too curious for their own good. Most beasts exhibit little ambition, and so have no great tendency to



advance in abilities. They enjoy their creature comforts, and with their human level of intelligence they know how to go about gaining and maintaining them.

They love to reside in the mountainous regions of Caconophtili's plane. In fact, the deity is currently modifying the topography of his plane to create more of the high, arid peaks that the creatures prefer.

On his plane, Caconophtili has a great zoo in which he keeps specimens of monsters and beasts from all corners of the universe. One of virtually any non-unique creature in the game world might be found here. Caconophtili tirelessly seeks out new additions to his menagerie. He then brings selected beasts of Babylon to the zoo so they can study the creatures. After such study, they can use their shapechanging abilities to take on the forms and attributes of these wondrous beasts.

The beasts of Babylon are loyal to Caconophtili, but mainly out of enlightened self-interest. He gives them things they could not obtain for themselves, and they consider the duties he requires of them a reasonable price to pay for their continued comfort.

Although they can sometimes be driven into killing rages, beasts of Babylon are usually fairly even-tempered as long as they are treated with the respect they believe they deserve. Because of their background, they hate Marduk with an undying passion, and this hatred is transferred to anyone who carries his symbol or who professes devotion to him. They will attack such people on sight. Perhaps surprisingly, they have no animosity toward other deities who are allied with Marduk, such as Anu and Enlil.

In their natural form, beasts of Babylon move by running or flying, although they do neither overly fast because of their great mass. If speed is necessary, or if they must use another mode of transportation, they simply shapechange into a creature or combination of creatures with the requisite abilities.

Combat

In their natural form, beasts of Babylon attack with their great foreclaws and their jaws. Because of their size, the damage inflicted is massive. When she created Meanigre and Sortuthra, Tiamat hardened and sharpened their claws and fangs using primal energy so that they would be able to pierce any matter that was not also primally reinforced. This benefit has not bred completely true, but Meanigre's offspring have claws and teeth with the resilience and sharpness of honed diamonds. Again, if enhanced combat abilities become necessary, the creatures will shapechange into an appropriate form or combination of forms.

The skin of a beast of Babylon is even more long-lasting than the sandstone it resembles. Cutting and thrusting weapons do little damage, and have a disturbing tendency to shatter on impact. Blunt implements do normal damage, although their huge size means that beasts of Babylon can take a lot of damage before dying. As with offensive abilities, Beasts can use their shapechange ability to gain any special mode of defense that seems particularly appropriate.

Special Abilities

Beasts of Babylon have an uncanny ability to shapechange. Unlike most other shapeshifters, they can change into multiple forms simultaneously, taking on the attributes of several other creatures at once. For example, before entering combat, a beast of Babylon could take on the hardened skin of a Numedian lion, a dragon's scales, a unicorn's horn, and the petrifying eyes of a medusa. They can exercise this ability at will, with no limit on the number of changes they make or the duration they can maintain a particular form. Any change takes one combat exchange, although they are able to move and fight without hindrance during the change.

There are only two restrictions on this ability. The first is that they can only assume the form of a creature they have seen and studied for a few minutes; Caconophtili invites the creatures to his zoo mainly to expand their repertoire of attributes. The second is that any part of the beast's body, or any characteristic, can only take on the shape and attributes of one other creature. Thus, if it takes on the petrifying breath of a gorgon it cannot also take on a dragon's breath weapon.

Beasts of Babylon also have the ability to place themselves into a state of suspended animation. In this condition, they have no need for food, water, or even air. They have become, for all intents and purposes, sandstone statues. While the creatures are not truly conscious in this condition, they do have a subconscious awareness of their environment. Should they be threatened in some way, or if something they consider important happens nearby, they can wake up instantly. Beasts of Babylon can remain in suspended animation for years, decades, or even centuries.

And so, through his arcane powers, did the great wizard Nabu constrain to his services the two great beasts of Babylon.

When he built his palace on the high hill overlooking the city, Nabu constructed two statues of finest sandstone, in the form and likeness of the beasts. On the night of the new moon, when the stonemasons had departed and there was none to see, he removed the statues, rendering them as dust. And then he called to him the beasts, and positioned them where the statues had been, saying to them, "Here ye shall rest until I have need of ye." And so the beasts did as their master instructed them.

For two score years they rested there, and none thought them anything but the great statues Nabu had commissioned.

And then it came to pass that King Vizaar II, the most mighty, started his search for a court wizard. And Nabu went before the king, saying, "I am the greatest wizard that is or ever has been." But the king laughed in his face and sent him forth with great humiliation.

Nabu went to his beasts, and said unto them, "Go forth to King Vizaar, with these words: 'Thou shalt accept Nabu as thy court wizard, O King, or thou shalt surely die this night.' " With screams most fearsome, the beasts began their flight.

From The Epic of Nabu

BORDECK

Power Level 7

Strength 55
Health 55
Reaction 30
Intelligence . . . 30
Destiny 35
Presence 40
Willpower 50
Size . . . . 2.25 yds

Speed
Walk 4 yds/s; Fly 20 yds/s

Combat
Unarmed Combat Skill Legendary-8
Melee Weapon Combat Skill
Professional (Legendary-8 with all forms of axe)
Missile Weapon Combat Skill . . . . . Novice to Veteran
Damage Rank
Physical
Claws—35 (2x); Bite—30 (1x); Great Axe—35 (3x)
Special Abilities . . . . . n/a
Defense Strength . . . . . 50 or more
Aptitudes
Magical Aptitude Legendary-7
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . 2,500 base
To Maintain . . . . . 35 flux

Appearance

Bordecks are relatives of devilkind, and their appearance bespeaks this kinship. They resemble humanoid reptiles, standing between 6 and 7 feet tall at the shoulder, and weighing well over 400 pounds. Although reptilian, they are not draconic, being closer in appearance to hideously distorted iguanas. They usually walk on their hind legs, but sometimes drop to all fours. Wings, relatively small for their body size, sprout from their shoulders. Fully extended, these wings have a span of about 6 feet.



The beasts are covered in translucent scales, bright red in color. If an observer is unfortunate enough to get very close to a bordeck, he or she might notice before dying that the beast has twelve layers of scales, one atop another. The scales are very resilient.

The creature's teeth and claws resemble black obsidian, while the mane of hair that extends from the creature's head down its spine is also night-black. The bordeck's small wings are translucent red with prominent green veins. The eyes of a bordeck look like infinitely deep black voids, studded with tiny stars.

Although much smaller than many other minions, bordecks radiate a sense of incredible wickedness and ferocity. Their movements seem to imply unbelievable power barely kept in check. When they speak, their voices are harsh and grating, totally inhuman, and within a 25-foot radius the temperature drops by 40°F as though their words were chilling the air.

Origin & Background

Bordecks were created by Naamon, a Prince of Hell, and have served as his personal guards and overseers of his empire for some 2,000 years. Originally created to be the highest-ranking generals in the armies of Hell, bordecks are known for their tactical brilliance. It is said that Naamon himself spent over 100 years training them in personal combat and the art of war. After the Planereaver Wars between Naamon and rival deities of the nether planes, the Prince of Hell assigned half of them to be his personal bodyguards, while the other half assumed various positions of power in his organization.

Naamon created only 12 of the powerful creatures, and all are still alive. Six accompany Naamon at all times. The others can be found performing their various duties throughout the planes of Hell, or possibly "on assignment" elsewhere in the multiverse.



BEHAVIOR Bordecks are exceptionally savage and highly corrupt. They enjoy inflicting pain and suffering, and take great pleasure from wanton destruction. Like so many other denizens of Hell, they love leading others to their destruction. Their great intelligence is tailor-made for deceit of epic proportions, and they will frequently orchestrate matters so their victims will cause their own downfalls, while the bordecks sit on the sidelines and laugh. As the creations of Naamon, they are bound to his will and will do nothing to defy him. They will leap at the chance to make things miserable for anyone else, however, as long as doing so does not compromise Naamon's interests in the slightest. They are sadistic, cunning, and ruthless, and will never turn aside from a goal or a victim once they have decided to pursue it.

Although they no longer hold commissions as generals of the armies of Hell, bordecks still command great respect among the lesser devils and soldiers of the nether planes. This means they can call upon devils of lesser rank in time of need, and expect steady service—not through any personal loyalty, of course, but solely out of fear. Bordecks appreciate their own skill level when it comes to personal combat, however, and will usually be too proud to call for help unless massively outnumbered.

The six bordecks who do not serve Naamon as personal bodyguards can be found virtually anywhere in the nether planes, overseeing their creator's far-flung holdings. Occasionally, Naamon sends them forth from Hell on missions, usually to wreak destruction on some enemy. He has been known to loan the creatures out to other high-ranking devils, but only for brief periods, and in return for ludicrous fees.

Bordecks can fly for short distances, up to about 10 miles, although they do not like to do so because of the exertion involved; their wings are just too small to be efficient. If they have to fly, they prefer to do so magically. They can also teleport without error, planeshift, and dimension shift once each per day.

COMBAT In melee, bordecks strike with their four claws and can bite, although they rarely do so. Their claws and teeth secrete death wine, a devilish, primal-based venom that nullifies all normal poison resistance. Anyone affected by this poison must make a destiny roll at -25% or die instantly. A successful destiny roll means the victim is only totally paralyzed for 1–6 days. This paralysis can be removed only through the application of primal energy.

Although their natural attacks are lethal, bordecks prefer to use their characteristic weapon, a primally hardened and sharpened great war axe created for each of the beasts by Naamon himself. This axe can be wielded only by the bordeck upon which it was bestowed; in anyone else's hands, it is a mundane weapon. All successful attacks with the axe bypass all armors, shields, and barriers that are not primally powered. A bordeck's axe has a power rating of 82. Bordecks jealously guard their axes, since they know that if they lose the weapons

they will never receive others. Also, the creature's soul is stored within the axe head, giving it another reason to keep it from harm.

Bordecks are immune to mentalic attacks, to drains of any kind, to heat, radiation, and control or influence magic and attacks. This immunity has a power rating of 90. Since their souls are stored within their axes, no soul-based attack can harm them; the only way to harm a bordeck's soul is to destroy its axe.

Special Abilities

Any creature looking into the eyes of a bordeck must make a destiny roll at a -25% penalty or be totally overcome with awe and terror. Even if the creature makes the roll, so terrifying is the aspect of the bordeck's eyes that all of the victim's skills and attributes are effectively halved (round fractions down) for the next hour. This is a primally based ability; magic resistance, mental shields, and the like are ineffective against it. This ability has a power rating of 70.

"To the best of my knowledge, no mortal has ever fought a bordeck and lived to tell the tale. It is certain that nobody has ever destroyed one.

"I have been told that the creatures feel great kinship, each for the other. If one were ever slain, two more would seek down the killer and destroy him. And aye, his destruction would be assured, since who could face two bordecks?

"There are legends that a great hero—I know not her name—managed to steal the axe of a bordeck. She hoped to analyze it, to learn how the bordecks were created. She never had the chance. All of the bordecks—all twelve of them—left the nether planes in a hideous group, hunted the hero down, and destroyed her."

From a conversation with Talin Demonbane

CHAYAMI

(chai-YAH-mee)

Power Level	5
Strength	35
Health	25
Reaction	15
Intelligence	10
Destiny	20
Presence	15
Willpower	20
Size	3 yds
Speed	4 yds/s

Combat

Unarmed Combat Skill	Legendary-1
Melee Weapon Combat Skill	n/a
Missile Weapon Combat Skill	n/a

Damage Rank

Physical	Fist—20 (2x each)
Special Abilities	Acid—35 (2x)
Defense Strength	25

Aptitudes

Magical Aptitude	n/a
Mentalic Aptitude	n/a

Primal Cost

To Create	n/a
To Maintain	n/a



APPEARANCE

A chayami resembles a huge mass of rotting vegetable matter somehow consolidated into humanoid form. It stands over nine feet tall and the creature's limbs are long in proportion to its height, giving it an extensive reach. In color it is mottled dark green and black. Its two eyes glow with a sullen red light, and its protruding fangs drip with black venom.

Not surprisingly, the creatures always smell of rotting vegetation. They make damp, squelching noises when they move, and leave trails of foul-reeking liquid. When in combat, they bellow with rage.

ORIGIN & BACKGROUND

Chayamis arose naturally, evolving as predatory, carnivorous hunters in the marshes and fens of a far-distant plane. As often occurs when a creature is at the top of the food chain with no natural enemies, intelligence developed, and the chayamis evolved a society.

At first, this society was baneful and aggressive, destroying or dominating all other life-forms in the planar swamps. Slowly, however, this society itself evolved, to the point where the chayamis realized that all life-forms were, in some deep sense, kin. Over millennia of development, the chayamis changed from aggressive reavers to defenders of their swamp home's ecology. The creatures remained highly aggressive, but now that tendency was focused only on outsiders, interlopers who threatened the delicate balance of life.

Soon thereafter, the chayamis came to the attention of Ecothne, patron Goddess of Natural Balance. Although the chayamis did not worship Ecothne—they worshipped no deities at all at the time—the goddess decided that their goals and beliefs matched her own. Already the chayamis had repelled an invasion by a rapacious species known as life-drinkers, who wished to turn the planar marshes into their own hunting preserve. As a reward for their opposition to these reavers, Ecothne elevated the chayamis to the rank of minions. As part of this elevation, she bestowed upon them their ability to sense and modify the flow of magical energy. At first the chayamis were unwilling to accept that a deity, whose existence they implicitly doubted, had given them this boon. With time, however, they accepted the truth of the matter and became loyal followers of Ecothne.

Chayamis still inhabit their single, vast swamp and strive to protect it and keep it in its natural state. They are highly territorial and aggressive toward anyone who encroaches on their home. If they decide that an intruder seeks to

harm their home, all the chayamis in the vicinity will attack aggressively to drive off or destroy the interloper. There are several hundred chayamis in existence. Their swamp is so large, however, and the creatures so spread out that it is rare to encounter more than eight or so at one time.

Chayamis will never willingly leave their swamp. From time to time, deities will summon chayamis or transport them elsewhere on quests or missions. This happens very rarely, however.

A chayami has the innate ability to sense any activity that is out of the ordinary for the swamp, within a range of one mile. This includes the arrival of intruders.

In addition to walking, chayamis can teleport, at will and without error, anywhere within their home swamp.



The rulers of the chayamis are even more powerful than their kindred. Mana-twisters they are called by many, or magic-wrenchers.

Larger than their kindred they are, and much stronger. The touch of a magic-wrencher is death, as is their breath and the miasma that exudes from their very bodies.

Only physical attacks can harm a magic-wrencher. Any form of energy directed at one is reflected upon the wielder.

So say the legends.

Jaime Resal, Bestiary

Combat In combat, chayamis strike with their two fists. Chayamis secrete a powerful molecular acid that breaks down any matter on contact unless the matter is primally reinforced. This acid will also kill any creature the chayami touches—or that touches the chayami—unless the victim makes a successful resistance roll. Note that creatures using natural attack forms against a chayami, such as claws or fangs, risk killing themselves if the attack hits. This ability has a Power Rating of 65.

Special Abilities Chayamis exude an aura that perverts the intention of any magic that occurs within 30 feet of them. This ability is innate and automatic; a chayami cannot negate it even if it wants to. The primary function of this aura is to prevent any magical spell from harming the chayami. Generally, any magical event will be twisted so it has the opposite effect from what the user intended. The possibilities here are limited only by your imagination. An enchanted broadsword might function as though cursed when wielded against a chayami. A magical fireball might detonate in the caster's face, or might heal damage already inflicted on the chayami. Since it is the intent of the magic, not just the mechanism itself, that is perverted, casting healing magic on a chayami in the hopes that this will damage the creature will not work. This ability has a Power Rating of 80.

In general, you should pervert magic in subtle ways, so that it does not become immediately apparent to the players just what is happening. This can make an encounter with a chayami highly entertaining as the players try to figure out just what is going on.

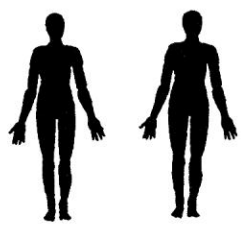
CORLISS

Power Level	6	*Combat*
		Unarmed Combat Skill . . . . . Master
Strength	30	Melee Weapon Combat Skill Legendary-2
Health	40	Missile Weapon Combat Skill Legendary-5
Reaction	30	*Damage Rank*
Intelligence	25	Physical . . By weapon type (5x) (plus Strength bonus)
Destiny	25	Special Abilities . . . . . n/a
Presence	10 to 20	Defense Strength . . . . . Varies (average 40)
Willpower	50	*Aptitudes*
Size	2 yds	Magical Aptitude . . . . . n/a
		Mentalic Aptitude . . . . . n/a
Speed	8 yds/s	*Primal Cost*
		To Create . . . . . n/a
		To Maintain . . . . . n/a

Appearance

The Corlissa is the collective name for an association of highly trained and paid minion assassins. A member of the Corlissa is known as a Corliss. Individual Corliss appear as humans or as members of any humanoid race, of either sex. In terms of height, weight, eye and hair color, and so on, their appearances vary as do all mortal members of those races. There is absolutely nothing distinctive about the appearance of a Corliss—no aura of power, or anything similar.

Many people try to claim that one can tell a Corliss by the cold, "soulless" look in his or her eyes, but this is just a vain attempt to diminish the fearful reputation of the assassins.



Origin & Background

When they were alive, the Corliss were all highly skilled assassins, and devoted worshipers of Topaal, a lesser deity known as the Assassin Lord. The first Corliss was a woman named Yoladra, the so-called "Mother of Assassins," who operated out of the city of Hightower in the Central Planes. Her stellar career came to an end when some Hightower lordling sent her to eliminate an enemy who turned out to be, unbeknownst to both the lordling and Yoladra herself, the avatar of a deity of justice. The outcome of the meeting was as painful for Yoladra as it was brief. With her dying breath, she begged Topaal to give her the chance for vengeance. This seemed like a good idea at the time, and the Assassin Lord collected her soul and raised her to minion status. Over the next few years, she performed over a dozen unattributable assassinations for Topaal. At the end of this period, he finally granted her freedom to assassinate the avatar who had ended her mortal life, which she did with astounding competence and great glee.

Seeing how useful a skillful minion assassin could actually be, Topaal scoured the planes for the best assassins among his worshipers. When these worthies died, he raised them to minion status as well, and formed them into a cadre of immortal death-dealers under the command of Yoladra. Thus the Corlissa was born.

The Corliss exist only to take life. Topaal initially sent them forth only after his personal enemies. But then, after he had received several surreptitious requests from other deities for the loan of their services, he decided that they could have other uses.

Today, the services of the Corlissa are used—secretly, of course—by a large number of malevolent deities, and even by those mortals wealthy enough to pay

their fees. Nobody knows exactly how many Corliss there are, although there are probably no more than 110 and no fewer than 80.

BEHAVIOR Elevation to minion status has done little to change the personalities of the Corliss. They are now as they were in life—cold, efficient, and utterly ruthless killers. Some seem to feel loyalty toward Yoladra and their colleagues, but most could not care less what happens to the other Corliss. They support their colleagues, aid them when necessary, and keep their secrets merely because they recognize that in numbers lies strength. They are still as devoted to the Assassin Lord as they were in life, if not more so.

The personalities, temperaments, and eccentricities of Corliss vary as much as do those of mortals. There are some recurrent characteristics, of course. All Corliss are exceptionally patient, are highly skilled with all forms of weapons, and are masters at the art of disguise. They are also unrivalled "social chameleons," able to worm their way into any social group or organization, and be accepted—and even liked—by everyone they meet.

One of the precepts of the Corlissa is total secrecy. Once he has agreed to a deal, Topaal guarantees total secrecy for the person who wants an assassination performed. This extends to the Corliss themselves. Many times the Corliss sent on a job does not know who contracted for his or her services, or why. Even if the individual Corliss does know, it is considered unacceptable to reveal the fact to anyone, even a colleague. Speculation as to the identity of the person requiring the "hit" is not acceptable.

Corliss are inhumanly patient when it comes to setting up an assassination. If circumstances require it, they will spend years infiltrating the target's court, family, or other group, just to set the stage for the final strike. To earn a victim's trust they will laugh and sing, tell tales of war and love, even marry—whatever is required to get close enough to make the kill.

Corliss who fail assassination attempts immediately take their own lives in the most expedient fashion, to guarantee that they cannot be interrogated. The tiaras of the black dagger they wear guarantee that their souls go directly to Topaal, who usually creates new bodies for them if he feels like giving them another chance.

Corliss can be found on any plane of existence, if they can be found at all.



Combat

When setting up an assassination, Corliss are unarmed and unarmored. The only exception is when they are playing some role, and that role requires weapons and armor. When the actual moment for the assassination comes, Topaal gates primally reinforced weapons in to them. These black weapons are unaffected by magic, mentalics, planar, or other energies. Only a primal shield can block a Corliss's weapon. Normally a Corliss will attack with surprise, often from behind his or her victim. If surprise is maintained, such an attack automatically causes maximum damage, all of which is grievous.

There are two specific, artifact-rated weapons that Topaal supplies to Corliss performing the most important and difficult assassinations. One is a crossbow firing bolts that always strike their targets. The other is a sword that also always strikes its target, always does grievous damage, and has a damage rank of 30. Both these items have power ratings of 85. If you are adjudicating the success of an assassination "off-stage" (see below), possession of either item increases a Corliss's chance of successful assassination by 55%.

Corliss are sometimes supplied with armor as well, although this is rare. The armor that Topaal provides is always black, and always totally silent. Sometimes it is primally reinforced. This armor is ornate in design, incorporating an incredible sense of menace. When wearing this armor—and only then—Corliss are very obviously much more than human.

When he or she strikes, a Corliss will always carry at least one artifact capable of capturing the soul of the assassin's victim. The nature and power rating of this item will vary depending on the circumstances.

Special Abilities

You may want to adjudicate the success or failure of an assassination attempt "off-stage"—that is, without roleplaying it out. A Corliss has a base 80% chance of succeeding. This is increased by 19% if the target is a mortal, and decreased by 5possesses. Other modifiers to take into account are surprise, terrain, subterfuge, and infiltration, and the effectiveness of the Corliss's weapons against the target's defenses.

When they actually make their attempts, all Corliss wear artifacts called Tiaras of the Black Dagger. These are slender bands of an unknown black alloy, in the shape of extended daggers, that the assassins wear around their brows. A tiara shields the Corliss with a magical neutralization field, and protects him or her completely against mental attacks, tampering or coercion. While wearing a tiara, a Corliss can become primally invisible at will. The artifact has a power rating of 88. Upon the death of the Corliss, the tiara transfers his or her soul directly to Topaal, and causes the assassin's body to burst into flames, to be totally consumed in one combat exchange.

"So you want someone killed? And you want to hire a Corliss? Yeah, sure. You're rich, but not that rich . . .

"Hmmm, that thing's real, huh? Maybe you are rich enough. Maybe.

"But trying to cut a deal with Topaal is risky. You've heard he keeps the identity of anyone he contracts with inviolably secret . . . but that's only if the contract is accepted. By both sides.

"What am I talking about? Listen. Let's say you get Topaal to listen to you. You tell him who you want to bump off . . .

"Hey, hey, put that away, I don't want to know.

"Anyway, you tell the Assassin Lord. He names a price. And it's much more than you want to pay, or you're capable of paying. The deal never gets closed, see? So Topaal doesn't feel any necessity to keep your secret.

"Yeah, I can tell from your expression you see what I'm getting at. What happens to you if word gets out—to the guy you want done, say—that you were trying to hire the Corlissa?

"Uh-huh. Nasty ain't a strong enough word . . . "

Overheard in a crowded inn

DOG OF WAR

Power Level	2	*Combat*	
		Unarmed Combat Skill	Veteran
Strength	15-20	Melee Weapon Combat Skill	Professional
Health	20	Missile Weapon Combat Skill	Novice
Reaction	20	*Damage Rank*	
Intelligence	10-15	Physical	
Destiny	11-20	Claw—20 (1x each); Bite—20 (1x) or by weapon type (1x) (plus Strength bonus)	
Presence	20		
Willpower	25	Special Abilities	n/a
Size	2.5 yds	Defense Strength	15
		Aptitudes	
Speed	6 yds/s	Magical Aptitude	n/a
		Mentalic Aptitude	n/a
		Primal Cost	
		To Create	2 base
		To Maintain	2 flux



APPEARANCE

Dogs of War have bodies like sturdily built humanoids standing between six and eight feet tall. Their limbs a slightly shorter in proportion to their height than are humans', and their legs are slightly bowed. Their heads resemble a cross between human and huge dog, with a protruding snout and erect ears like a German shepherd's. Their eyes are small, protected by protruding ridges of bone. They have many sharp teeth, with short fangs on both upper and lower jaws. When their mouths are closed, their fangs do not protrude, but do distend their black lips. Their entire bodies are covered with short, stiff fur, usually dark gray, although older individuals have gray or white around the muzzle. Around the neck and head they have shaggy manes of longer hair, darker than the rest of their pelt. Even though at a distance they resemble primitive humanoids, there is something disturbingly intelligent about their eyes; they seem to emanate an aura of violence orders of magnitude more intense than even the fiercest normal humanoid.

They exude a strong, unpleasant smell reminiscent of wet dog fur but much more piercing, even when dry. They speak a harsh, guttural language that matches their air of viciousness. This language is limited in extent, but when dealing with important issues such as combat tactics and killing conveys information more efficiently than most human tongues.

ORIGIN & BACKGROUND

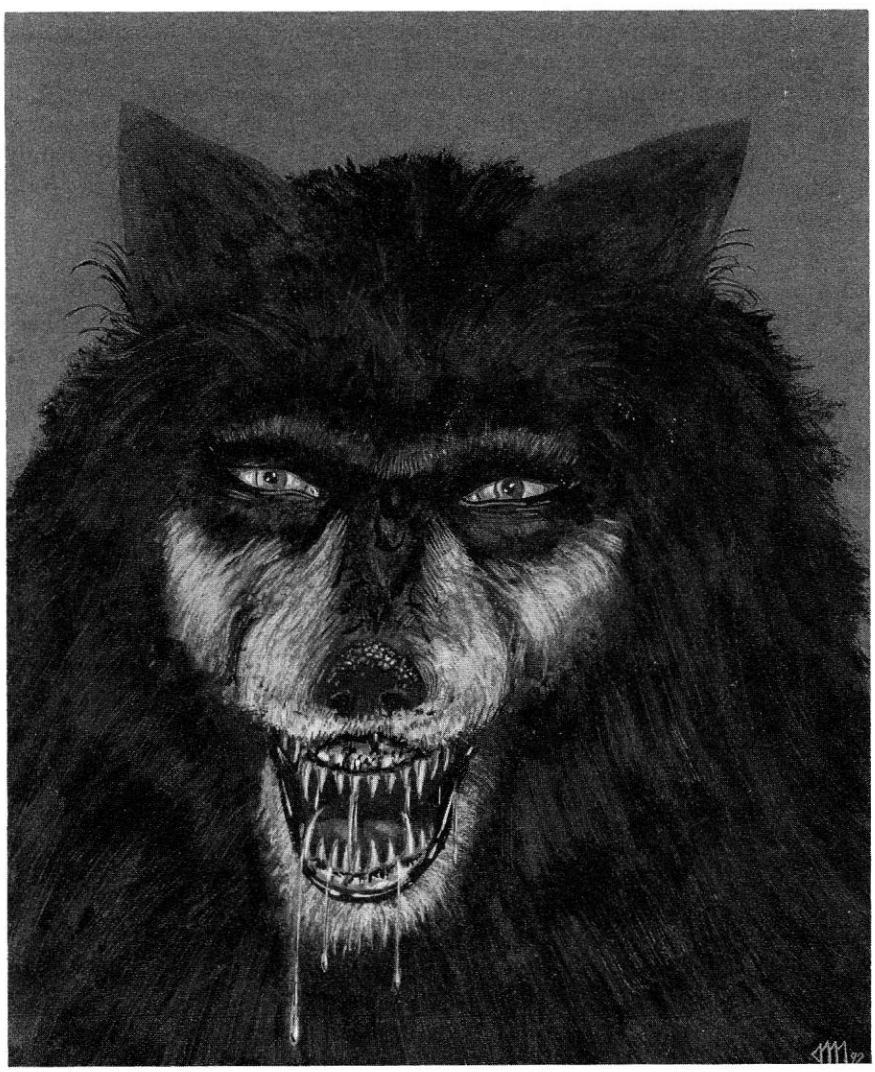
The Dogs of War were created long ago by Lord Dread, one of the Lords of Entropy, a group of gods dedicated to destruction and to swaying the cosmic balance toward disorder. Lord Dread decided he needed powerful "foot soldiers" to fill out his battle host for his ongoing wars against the followers of order. The deity had already created many more powerful minions, and was forced to be more parsimonious in his use of primal. Thus he turned to genetics and magic to assist him in creating the Dogs of War. Although largely natural creatures—genetic hybrids between humanoids and canine species—the initial Dogs gained certain supernatural abilities due to the infusion of some primal energy. These primally created attributes breed true, so all offspring of the original Dogs enjoy these advantages as well.

While Lord Dread created only a few score of these savage creatures, they breed so prolifically that there are now on the order of one million of them.

BEHAVIOR Dogs of War are soldiers, first and foremost—born killers with an innate love of battle. They are extremely bloodthirsty and savage, and are only truly happy when in the middle of a battle—preferably one in which they are slaughtering their foes.

They have a pack mentality, preferring to be surrounded by others of their kind at all times. They can operate alone when need arises, but they prefer not to do so. Their basic organization is the war band, numbering about 40 individuals. The band leader is the strongest warrior, achieving and holding his or her position through personal combat. The creatures' traditions specify that leadership challenges should not be to the death, but when they taste the blood of their own kind Dogs of War frequently fly into a fury, ended only when one of the combatants is killed. Even though fights to the death are against the traditions, this does not seem to worry then much, which is a telling statement about their personality. There is no sexual discrimination in a war band; males fight alongside females, and the band leader can be of either sex.

In Lord Dread's army, multiple war bands are banded together into legions numbering thousands of Dogs. Dogs' loyalties are, first and foremost, to their



bands, then to Lord Dread, and only thirdly to other members of their race. Thus, unless Lord Dread or one of his more powerful minions keeps the Dogs suitably intimidated, large military formations often break down into Dog-eat-Dog melees. When the correct "top-down" discipline is in place, some of the band leaders are forced to work together and coordinate their efforts as a kind of "officer corps."

Dogs of War feel a kind of harsh respect for other warlike races. They most enjoy battles that pit them against adversaries they consider "worthy"—meaning as bloodthirsty as themselves. The greatest honor they can give to a fallen adversary is to eat him or her. Dogs hate peace-loving and peace-promoting creatures, considering them weaklings and traitors to "reality." If they encounter such creatures, they will kill them on sight, even if there is no military reason to do so, revelling in the slaughter. Once the pacifists are killed, the Dogs will despoil the corpses. They will never eat the corpses of noncombatants, foes who tried to flee from battle, or vegetarians. Lord Dread cares little what happens to individual Dogs, as long as he has enough of the creatures to keep his hosts up to strength. There are many bands of Dogs wandering distant planes of existence, unable to return home—left behind when Lord Dread neglected to planeshift them back after an invasion. Most of these bands simply rampage through the lands, killing and destroying until they are cut down. Some of the more intelligent individuals, however, have found members of other races they can respect, and have even signed on as mercenaries in various baneful causes.

Dogs of War cannot teleport, planeshift, or dimension shift. If Lord Dread wants them on another plane of existence, he or one of his more powerful minions must transport them there. While most of the Dogs can be found quartered on Lord Dread's home plane, the deity sometimes dispatches bands to other locations—usually to tear up something important to one of the gods of Order.

Combat

Dogs of War almost always wear armor when in the field. They usually are equipped with the more sophisticated forms of armor, such as plate mail, and perhaps 50% of the troops will have enchanted armor. Dogs can use any weapon without an unfamiliarity penalty, and will be equipped with the most appropriate weapons mix for the task at hand (*i.e.*, polearms for dealing with cavalry, bludgeoning weapons for use against armored foot-soldiers, and so on). The minions love weapons, and will spend much of their spare time sharpening and lovingly caring for them.

The "officer corps" of a military unit will usually be outfitted with large shields. The powerful Dogs can slam these shields into opponents, knocking them off their feet unless they make dexterity rolls, and perhaps stunning them unless they make a destiny roll. Band leaders usually carry great war maces that inflict terrible damage; any head strike from one of these weapons is a grievous hit.

"It has long been said that the Dogs of War—the Great Slayers, in our tongue—are harbingers of doom for any world. It is said that when Lord Dread is casting acquisitive eyes on new territory, he first sends the Great Slayers to test the defenses. They make quick hit-and-run raids, then deeper penetrations and border skirmishes.

"While bad enough, these are only preludes. Once the Great Slayers have tested the mettle of the defenders, Lord Dread's hosts move in.

"Why does all this matter? Because Great Slayers have been encountered on the borders of our nation . . . "

From a conversation with Darayl Rethiada

ELEMAR

(ELL-em-ahr)

Power Level 6

Strength 45
Health 50
Reaction . . . . 10†
Intelligence . . . 0
Destiny 10
Presence 20
Willpower 20
Size . . . . . 4 yds

Speed . . . 34 yds/s

†For dodging and defense. For attacks using its arms, the creature's reaction is 25.

Combat
Unarmed Combat Skill . . . . . Master
Melee Weapon Combat Skill . . . . . n/a
Missile Weapon Combat Skill . . . . . n/a

Damage Rank
Physical . . . . . Arm—30 (4x each)
Special Abilities
Fire Beam—30 (1x); Water Blast—25 (1x); Spatial Disruption Field—35 (1x)
Defense Strength 40

Aptitudes
Magical Aptitude . . . . . n/a
Mentalic Aptitude . . . . . n/a

Primal Cost
To Create . . . . . 5 base
To Maintain . . . . . 4 flux

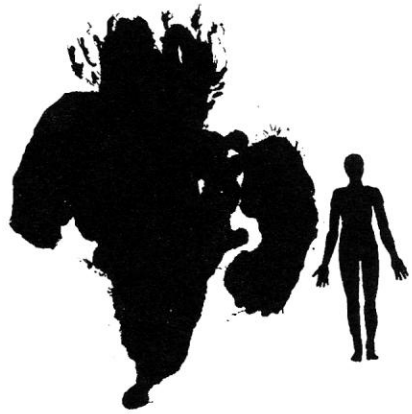
Appearance

An elemar is an amalgamation of the four types of elemental energy: air, water, fire, and earth. The creature is roughly humanoid in shape, standing about 12 feet high. Its legs appear as small whirlwinds, frequently with small chunks of debris that the cyclones have picked up. Its torso is a swirling mass of acidic liquid, its head is blue fire, and its arms are composed of black quartz.

Elemars move on a cushion of air generated by the rotation of their lower bodies, which accounts for their great speed. They usually appear to be hovering several inches above the ground.

The twin whirlwinds supporting the creature emit a continuous howl, and the flame that is its head crackles and hisses evilly. Elemars are surrounded by the sharp smell of sulfur. They emanate an sense of overwhelming, unstoppable power, on a par with a hurricane or earthquake.

Elemars cannot speak. They communicate among their own kind using a form of telepathy—actually telempathy, since they are unintelligent. They cannot use this ability to communicate with any other race.



Origin & Background

The elemars were created by Elar, God of Elemental Paradox, as mindless instruments of death and destruction. They serve Elar loyally and unto death, operating as guardians, shock troops, and assassins.

There are thought to be about 500 of the creatures in the multiverse. The vast majority of these, 90% or so, are in direct service of Elar and can be found on Elar's home plane or wandering the various elemental concept planes. Some are found on the home planes of deities with whom Elar is currently at war, wreaking death and destruction. A few others can be found literally anywhere in the multiverse, serving the sometimes unpredictable interests of their creator.

Certain powerful mages have, at Elar's sufferance, learned how to summon and bind these mindless killers; such mages use them as bodyguards, or occasionally as "hit-beasts." As their creator, Elar is aware of the whereabouts and actions of all elemars in the universe, including those summoned by mages; he seldom interferes, however, unless he believes a mage's intentions will go against his interests or he needs the summoned elemar himself. In such cases,

either the summoning or the binding will fail, often with disastrous results in the latter circumstance, or Elar will take direct action against the mage.

Only Elar himself knows how to create an elemar. Each elemar is actually composed of four free-willed elementals, one of each type, that are magically merged into one creature, after which their intelligences are suppressed. This merge takes one hour, and is sealed by the expenditure of one point of primal base. Elar powers the elemars by drawing primal flux from his Plane of Elemental Paradox and converting it into magic, which he keeps in a special reservoir from which the creatures can draw. Each elemar generally consumes as much magical energy per day as a mage of legendary 2 rank.

BEHAVIOR Mindless servitors, elemars follow the direct orders of Elar, or others to whom he has given the authority to issue such orders. Mages capable of summoning the creatures can also command them, but only on the sufferance of Elar. Orders to elemars must be simple and straightforward; they lack the intelligence to understand complex orders or to apply any type of judgment. They will blindly follow any orders they receive, to the best of their understanding, until the required duty is discharged, the order is rescinded, or



they are destroyed. When they are not under orders, they wander the elemental planes, attacking any living being that crosses their path.

Combat

Elemars are exceptionally lethal in combat, which is only logical considering their purpose. Each of their four elemental parts can attack independently, as described below. An elemar can use any or all of these attacks in a single combat exchange, targeting the same creature or multiple foes.

An elemar can attack physically with its arms. When it does so, they begin to spin, whirling like helicopter rotors of black quartz. The path of the arms frequently seems to defy logic. This is because the creature can manipulate space to move its arms in exactly the way it wants. Sometimes the arms even seem to separate from the creature's torso. When this happens, the center of the arc of each whirling arm can be up to ten feet away from the creature's actual position. The arms can spin in any way the creature desires—horizontally, vertically or anywhere in between—and can change their orientation instantly, disregarding the normal laws of inertia.

The creature's head can spew forth a beam of fire 80 feet long, inflicting damage of rank 30. This attack is composed of normal fire gated from the Plane of Elemental Paradox, not magical fire, so magic resistance offers no protection. Magical items and spells that protect against normal fire are effective, however.

The elemar's torso can spew forth a blast of pressurized water, also gated in from the Elemental Paradox plane. The blast is 80 feet long, 4 feet wide, and 4 feet tall, and strikes with an impact inflicting damage of rank 25. In addition, any airbreathing creature struck by this blast must make a resistance roll or drown from the amount of water forced into its nose and/or mouth.

Finally, the elemar's legs exude a field of spatial disruption. This field literally tears matter apart, breaking it down to its component molecules, and extends to a radius of 10 feet from the creature. This effect, to which elemars themselves are immune, is physical rather than magical and so can affect creatures resistant to magic. A primal shield would, of course, block this effect, but it would take damage. The field inflicts damage of rank 35. Further, any creature held within the field must make a resistance roll or be disintegrated. These abilities have a Power Rating of 72.

Elemars are immune to any attack form based on elemental energy. Since they are mindless, they are also immune to all attacks that target the mind or soul.

Each of the four sections of an elemar must be "killed" separately. Only when all four sections have been killed is the creature finally destroyed. Obviously, when a particular section is destroyed the creature loses the attack form associated with that section. Its other abilities are unaffected, however. Any given attack will affect only one of the four elemental parts. Unless the attacker targets a particular section, you should roll randomly to determine which section is struck.

Special Abilities

Seven times per day, an elemar can activate an Elemental Paradox ability. This creates a physical warp between whatever plane the elemar is on and some random elemental concept plane. The warp exists only for an instant, but long enough to divert an incoming ranged attack. Any ranged attack, magical or physical, that must pass through space before it hits the elemar can be affected. Unusual ranged attacks that do not pass through space, such as explosives teleported instantly to the target, are not affected. The affected attack is gated to a randomly selected

elemental plane, with perhaps devastating effects on any innocent passersby on that plane.

The elemar has the innate ability to position and time this spatial warp so as to intercept any attack it chooses. There is no chance of error. Note that the elemar can use this ability on only one ranged attack in a given combat exchange. This ability has a power rating of 70.

"You ain't never heard of the 'Dark Circle'? Where you been?

"They're a group of terrorists—real nasty buggers, I'm telling you—dedicated to making the land of Barriga ungovernable by the Lorgenese who invaded last year. Just another group of killers wrapping themselves in fake patriotism, I thought. Not much to worry about, I thought.

"Maybe I should be worried. Last week I heard a few things that bothered me. The Dark Circle worship Elar—you know Elar, that paradox god?—that's what I hear tell. They got some high-powered help, like a couple of those elemar things, as combat troops.

"And then, as if that ain't enough, some bloody mage told me the 'Dark Circle' don't come from Barriga. Or Lorgen. Or anywhere around here. Like, they don't even come from this world. Don't ask me where they're from, but it ain't here.

"Just what the world needs, ain't it?"

From a conversation with Baral Warhammer, Mercenary

EONUS

(ay-OH-nuss)

Power Level 8

Strength 35
Health 50
Reaction . infinite†
Intelligence . . . 50
Destiny 60
Presence 50
Willpower 55
Size . . . . . .3 yds

Speed
Instantaneous in local time stream

†When out of the time stream, movement is 32 yds/s.

Combat
Unarmed Combat Skill . . . . . n/a
Melee Weapon Combat Skill . . . . . n/a
Missile Weapon Combat Skill . . . . . n/a
Damage Rank
Physical . . . . . n/a
Special Abilities . . . . . n/a
Defense Strength 70
Aptitudes
Magical Aptitude Legendary-6
Mentalic Aptitude Legendary-6
Primal Cost
To Create . . . . . 2,500 base
To Maintain . . . . . 1,000 flux

Appearance

An eonus appears as a sphere of brilliant light approximately two feet in diameter. It is completely incorporeal, appearing to be composed entirely of energy. In fact, it is not composed of energy either, but is a manifestation of a "local eddy" in the time stream. The intensity and color of its light varies depending on "where" it is in the time stream with respect to the present moment. The further in the past its "center of existence" is in the time stream, the redder its light is; the further in the future it is, the bluer. If its center of existence is exactly in the present moment, it is eye-searing white.



Strange "causal irregularities" occur when an eonus is in the vicinity. Effects precede causes, events happen multiple times, and so on. These irregularities are always very minor—simple irritations or indications that something is not quite right—and never effect anything vital. Characters sometimes have flashes of strong memories, sometimes of things that did not happen.

Origin & Background

The eoni were created by Father Time, "the Creator," the eldest of all the deities. They are the oldest temporal creatures in the universe, having been created just after the space-time continuum came into being.

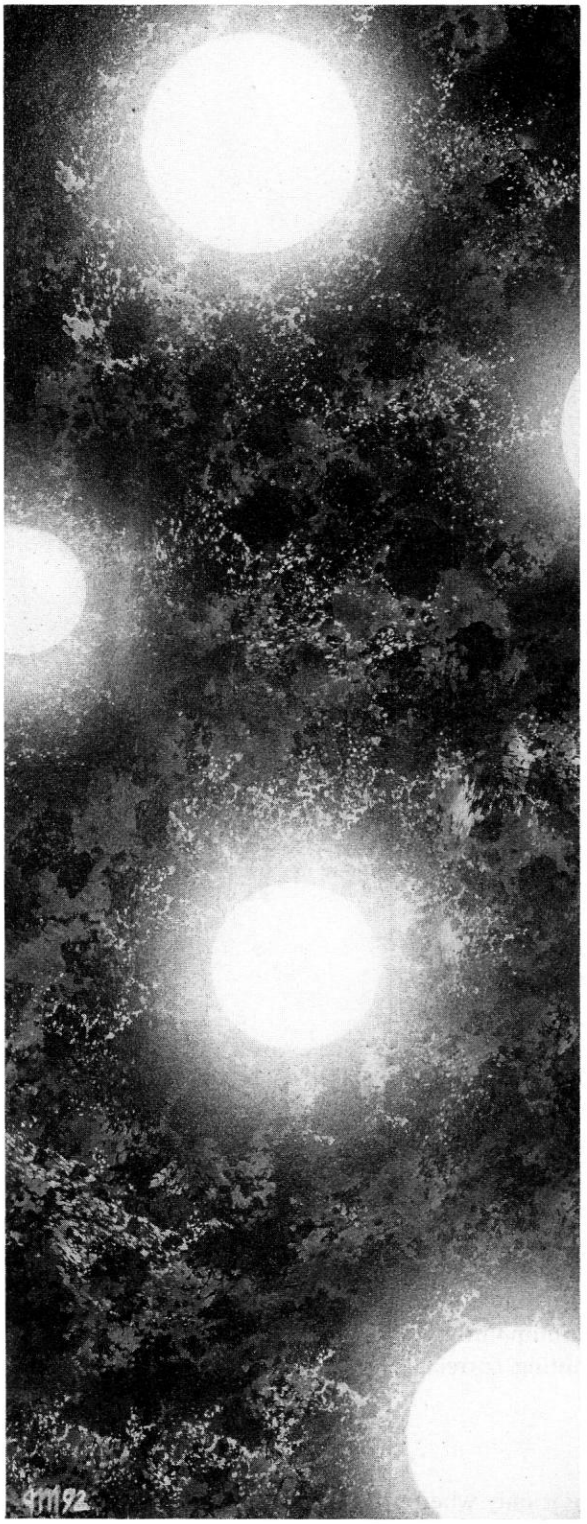
Eoni are the guardians of the time streams, and are responsible for preventing "time-bound" creatures—those not native to the time streams—from entering them. They can be thought of as the "time police," whose duty it is to stop would-be time travellers from altering the time-space continuum through any form of temporal meddling. They are also in charge of preventing, correcting, or at least containing and minimizing temporal paradoxes.

There are 24 eoni in existence.

Behavior

Eoni are native to the time stream, and leave it only when summoned by a deity whose sphere of influence relates to time.

They are reluctant to harm intruders into the time stream, preferring to warn them off, or drive them back into their normal continua. If intruders



ignore their warnings, however, they are capable of defeating virtually any foe—up to and including most deities. For each combat exchange that an intruder remains in the time stream, there is an 85% chance that an eonus has detected the unauthorized access and is heading for that temporal location.

An eonus can travel through the time stream at a "rate" of one decade per combat exchange. It can move freely in either direction—into the future or into the past—at will. If it leaves the time stream to enter a plane, it can still shift its "center of existence" at the same rate, and can instantaneously travel to any point within the plane.

The eoni are quite severely constrained by rules and ethics that Father Time implemented into their very makeup. They can no more break those prohibitions than can a falling object break the law of gravity. If an intruder or party of intruders penetrates the time stream, an eonus cannot move forward in time to view the future and determine the intruder's intentions—whether it intends to attack the eonus, for example. If the intruder does attack the eonus, or commit some other major infraction, the creature can communicate the information to all its fellows elsewhere in the time stream. Then these other eoni will be prepared for their meeting with the intruders, if one should occur, and can react accordingly.

COMBAT

Eoni have the ability to manipulate time and all forms of energy other than primal, including planar energy. They can draw whatever form of energy they like from whatever plane they happen to be on, or from the time stream itself, and manipulate it in whatever way they like. This ability allows them to emulate any magical spell or effect; this ability may or may not, in fact, be magical. You should treat eoni as mages who never run out of magical energy. They can shift, alter, or stop time in their immediate vicinity with the proficiency of a demigod with time as sphere of influence.

Strictly speaking, an eonus can perform no more than 5 functions per combat exchange—move forward a couple of years, fire off three spells and stop time, for example. The eonus can render this restriction relatively meaningless, of course, by ducking back in time by a combat exchange or two and preparing delayed-effect spells.

Since an eonus can offset its center of existence by a few seconds or minutes, it can easily "dodge" any attack directed at it. This includes physical attacks, magic, mentalics, everything except primal energy, which transcends the time barrier. Even primally laced attacks have only a 50% chance of striking home, and inflict only half damage should they do so. All of the eoni's time manipulation abilities have power ratings of 90.

Special Abilities Eoni have a special power known by some sages as a time lock. This ability creates a "time bubble" surrounding the creature and any group of intruders in the time stream. This seals off access to the rest of reality, allowing nothing to enter or escape from the bubble until the eonus wills it. In other words, the eonus's foes cannot escape, summon aid, or utilize any form of energy other than primal, mentalic energy, or magic drawn from items they are carrying with them. Within the bubble, time ceases to run. There is only one certainty about the time bubble: when the eonus drops the bubble to allow escape, the only way out is into a totally different game world in a matching time stream. This ability has a power rating of 90.

"I have met an eonus. I have spoken with it. I never knew why it had left the time streams, what its purpose was on the main plane. I never thought to ask. There was so much else to discuss.

"Fearsome? No, I never felt that. Although an eonus is probably fearsome to one foolish enough to oppose it. No, what I felt was patience. Unwearying patience, and ancient wisdom.

"Of course the eoni have no natural enemies. Nothing preys on the eoni. They have foes, though. Deities who enter the time stream.

"Why? Can you imagine the chaos, the paradoxes, even a godling could cause? A deity in the time stream? A hideous concept.

"Any deities that stray into the time stream are attacked, at once and without warning. Without quarter or mercy. Ten, a dozen, more eoni will join the attack. And they will tell Father Time.

"Heh. Let any deity try to stand up to Father Time. I would like to see it."

From a conversation with Garth the Curmudgeon

ETERNAL STALKER

Power Level	4	*Combat*	
		Unarmed Combat Skill	Legendary-2
Strength	30†	Melee Weapon Combat Skill	Professional
Health	40†	Missile Weapon Combat Skill	Professional
Reaction	35	*Damage Rank*	
Intelligence	30	Physical	Varies (Natural Form 40 (3x))
Destiny	45	Special Abilities	n/a
Presence	35†	Defense Strength	Variable (Natural Form 30)
Willpower	45	*Aptitudes*	
Size	2.6 yds	Magical Aptitude	Professional
		Mentalic Aptitude	Legendary-2
Speed	7 yds/s†	*Primal Cost*	
		To Create	100 base
		To Maintain	2 flux

†These statistics are for the natural form. They may vary depending on the shape of the creature.



APPEARANCE

The eternal stalkers are natural shapeshifters, able to take on whatever form is expedient at the time. Like all shapeshifters, they can choose the form they want and assume or change it instantly and at will. They take on all visual, auditory, tactile and scent characteristics of the form they have chosen. They gain all modes of communication appropriate to the form they take, including specific languages.

In their natural form, eternal stalkers have a humanoid shape, standing about eight feet tall and massing some 300 pounds. Their skin is white, smooth and featureless with the texture of cool, flexible plastic, making the creatures resemble large human mannequins. They have few facial or other features in this form. Their eye sockets are covered with white skin, but their head movements imply they can see as well with these empty sockets as a human, if not much better. They move slowly and smoothly, with what looks like great deliberation.

They move silently and, in fact, seem to absorb ambient sound around them. Everything seems unnaturally hushed in the presence of an eternal stalker.

ORIGIN & BACKGROUND

The eternal stalkers were created by Allisandra, Goddess of Quests, as the ultimate seekers, bounty hunters, "salvage experts," and—on rare occasions—executioners. They have a range of abilities that allows them to track any item or individual that Allisandra may desire, wherever it may be in the multiverse. Once they have located it, their sole purpose is to deal with it in whatever manner Allisandra deems fit: bring it to her, take it elsewhere, or destroy it.

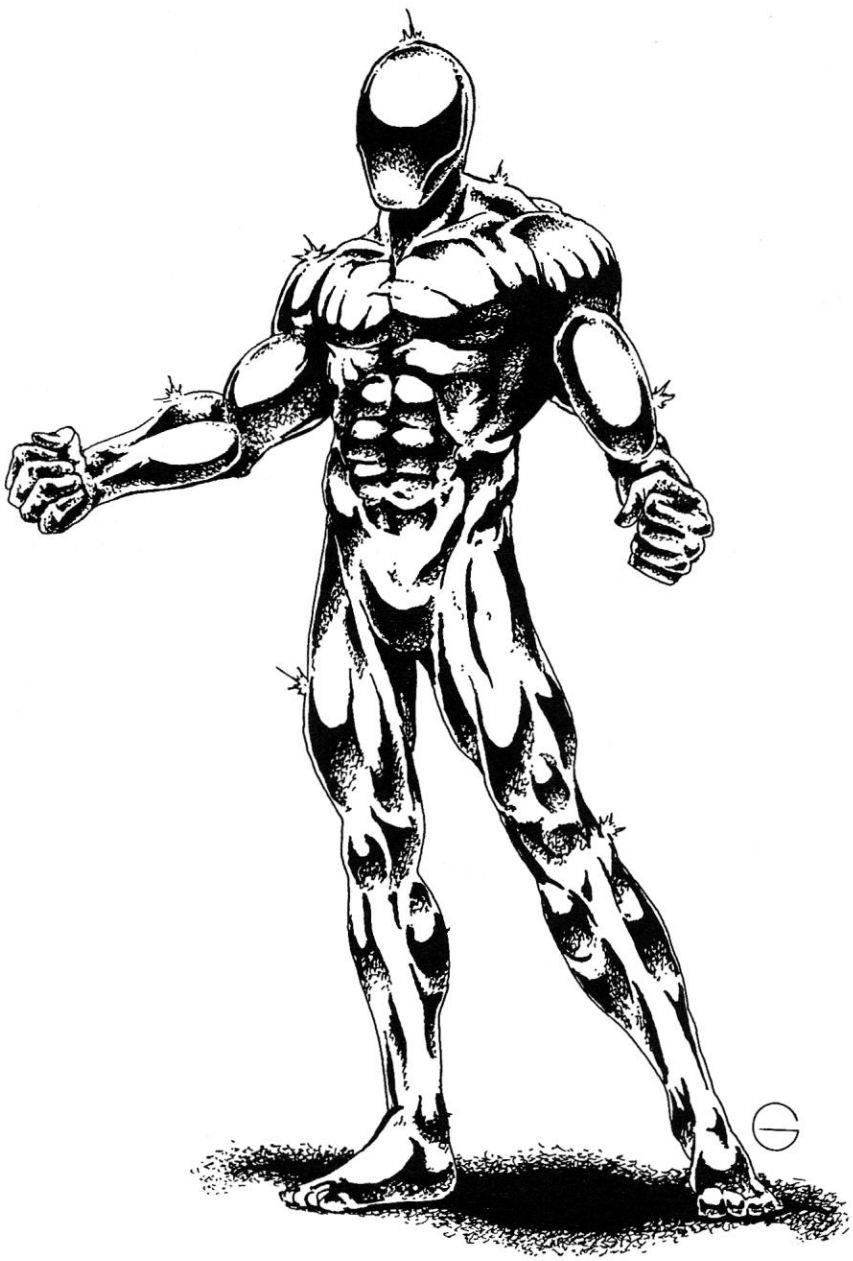
Allisandra created an even 100 of these tireless seekers. At any given time, most of them can be found on Allisandra's home plane, waiting for her to send them on a mission. The others can be encountered anywhere in the multiverse, on the trail of whatever item or creature Allisandra has sent them after. Since the deity's interests are wide ranging, they can be found virtually anywhere.

BEHAVIOR

Eternal stalkers are absolutely single-minded about their task. They have nothing even resembling human curiosity, and could not care less why Allisandra issues the orders she does. This does not mean that they are blindly intent on their task, however. The creatures are intelligent—cunning and intuitive. They observe and analyze everything they encounter

during their quests, constantly aware of potential obstacles and particularly of opportunities and shortcuts. When Allisandra sends an eternal stalker forth on a mission, she almost never tells the creature how to go about finding the desired target, only what to do with it once it is found. She has discovered that the stalker, on the scene, is much better able to discern the best way to reach its goal than she is, on her distant plane.

Eternal stalkers have certain inborn limitations on their actions. They will weigh in the balance the justice—the "rightness"—of any course of action they consider, and will always choose the path that is most "just." For example, if it has been ordered to retrieve an item guarded by innocents, an eternal stalker will not simply planeshift in, kill the guards, and carry off the item. After all, according to the precepts of justice, those guards were not deserving of death. Instead, the eternal stalker would devise another, more subtle and cunning way



of bypassing the security.

Eternal stalkers are not pacifists, and they never give up on a task. If they meet determined resistance, they will do whatever is necessary to reach their goal. If that means fighting their way through an entire army, they will do so—assuming no other, more efficient course is open to them, of course. They are persistent and relentless, endlessly patient. They are totally and fanatically loyal to Allisandra, and so cannot be bribed or intimidated into setting aside their goal.

Only one eternal stalker will be encountered at any given time, except on Allisandra's home plane.

The creatures possess the speed and type of movement appropriate to the form they have taken. They will, of course, choose a form that possesses the mode of transportation they need at the moment. In addition, the creatures can planeshift at will and without error.

Combat

Eternal stalkers generally avoid combat, since brute force is rarely the most efficient way of achieving their goal. Even though they have no instinct for self-preservation and no fear of death, they recognize that their own destruction might be a serious setback to their mistress's plans, and so avoid the possibility. If combat is unavoidable, however, they are highly skilled at it, and will incapacitate opponents as efficiently as possible. When on a mission, an eternal stalker will usually be equipped with magical weapons of a type appropriate to the task and to the form the creature is most likely to take. These weapons vary in power and capabilities, but are usually near the upper end of the power spectrum. Their unarmed fighting style resembles some forms of human martial arts, concentrating on one-blow disarms, knock-outs, and kills.

Their ultra-cognitive abilities (see below) allow them a 35% chance of sensing what attack a foe will use next, letting them dodge it without harm to themselves. This ability applies to melee, missile, or direct spell attacks only, and has a power rating of 68.

Further, they can shift their form so that they are wearing any form of non-magical armor appropriate to their current shape. Thus, when in the form of a dwarf, an eternal stalker could instantly shapeshift into a dwarf wearing a suit of plate mail.

Special Abilities

Eternal stalkers possess an ability known as "ultra-cognition." This allows them to predict the movements, actions, and behavioral patterns of their quarry with 75% accuracy.

The creatures have natural mentalic abilities, at legendary rank. These abilities are almost always exclusively information-gathering in nature, although some eternal stalkers are thought to have mentalic attacks and defenses as well.

When they change into the form of a creature capable of using magic, they gain the appropriate magical aptitude at professional rank.

As mentioned above, they can instantly take on the form of any other creature that they have encountered or otherwise learned about. Allisandra goes to great lengths to teach her eternal stalkers about wondrous creatures, expanding their repertoire of forms. A shapeshift takes virtually no time, and a stalker can make as many as four changes per combat exchange. When it comes to resisting spells that affect shapeshifters, consider this ability power rating 70.

On their quests, I believe that eternal stalkers have access to all the information that their mistress Allisandra possesses on the location of the target and its movements. This would seem to imply a continuous mental link between the stalker and the deity.

What are the consequences of this? Firstly, Allisandra would know at all times the status of each and every quest involving an eternal stalker. Thus, should a stalker be destroyed in the course of quest, Allisandra will instantly comprehend all the details, and can respond in the most appropriate manner. This response might simply involve placing another stalker on the quest. This replacement will know everything that the original stalker knew, and so can continue the chase from the point that the first creature was destroyed. Of course, Allisandra could choose to respond in any other way—up to and including involving herself directly in the matter . . .

Maiche Woodwell, Deities and Mortals

EVERLASTING

Power Level	5	*Combat*
		Unarmed Combat Skill . . . . . Professional
Strength	30	Melee Weapon Combat Skill . . . . . Veteran
Health	20	Missile Weapon Combat Skill . . . . . n/a
Reaction	25	*Damage Rank*
Intelligence	20	Physical . . . . . Claw—25 (2x each) or Varies
Destiny	40	Special Abilities . . . . . Varies
Presence	30	Defense Strength 50
Willpower	45	*Aptitudes*
Size	3 yds	Magical Aptitude . . . . . n/a
		Mentalic Aptitude . . . . . n/a
Speed	8 yds/s	*Primal Cost*
		To Create . . . . . 130 base + 13 captured souls
		To Maintain . . . . . 13 flux per day

APPEARANCE

The Everlasting—also known as the Great Undead or the Quenchers—are hideously misshapen humanoids standing nearly nine feet tall and massing around 400 pounds. An Everlasting's skin is white, almost to the point of transparency, its flesh pustulant and plague-ravaged. Beneath the skin, but still disgustingly visible, are thick, knotted veins of yellow and black. Its face is reminiscent of a leprous human's. It has no eyes, just empty, blackened sockets. The minion reeks of rotting flesh, urine, and rancid milk, and it exudes a palpable aura of vicious hatred of everyone and everything. Although, based on its appearance alone, an Everlasting could conceivably be mistaken for a "normal" undead, this aura confirms that the minion is something very different and much more powerful.



The preceding description applies to the minion in its true form. As discussed later, however, an Everlasting can be forced to assume the form of a type of normal undead. When this occurs, its physical appearance matches that of this type of monster. Regardless of its form, an Everlasting continues to exude its aura of depravity.

ORIGIN & BACKGROUND

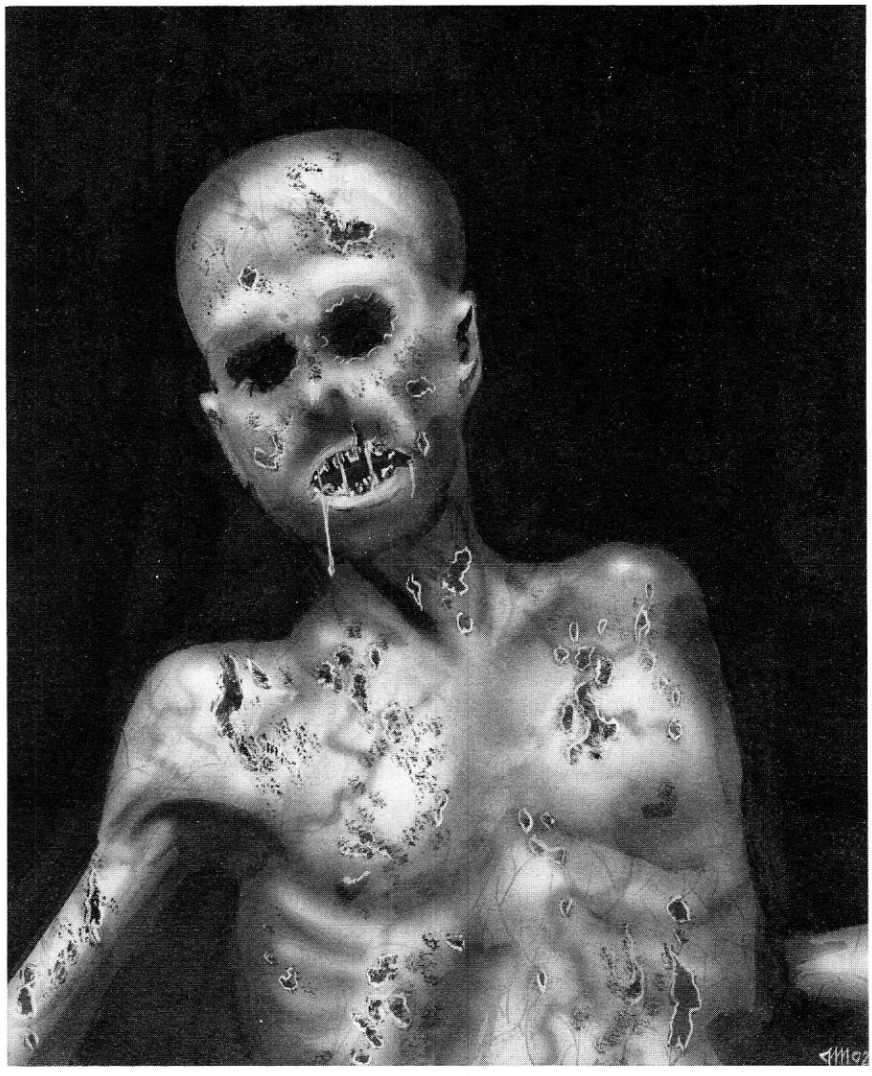
The Everlasting were created by Malacobus, one of the death gods known as the Lords of the Abyss. Malacobus needed powerful, intelligent minions to serve as generals of his army, most of which was made up of mindless undead. To create each Everlasting, the Abyssal Lord merged the essences of the 13 most powerful types of undead, expending primal to bind them together in one hideous body. This binding process ensured that the resultant minion would be highly intelligent, even though some of the component parts were mindless. In this way, Malacobus created a total of 2,000 Great Undead.

The 13 types of undead incorporated into each Everlasting are the forms that the minion may be forced into, as mentioned above. When the creature is killed in its true form, it is instantly reincarnated on the site of its destruction. Now, however, it takes the form of the most powerful of the undead types it comprises. If it is destroyed again in this form, it is instantly reincarnated as the next most powerful undead type, and so on. Thus, an Everlasting must be destroyed 13 times before it is totally eliminated. Simply by remaining inactive and uninterrupted for one full hour, an Everlasting in the form of a lesser undead can "promote" itself to the next most powerful form. Assuming it is left undisturbed, the minion can "promote" itself once per hour until it regains its normal form.

BEHAVIOR As well as commanding units in Malacobus's Abyssal hosts, Everlasting serve the deity himself as personal servants, and may appear in the retinues of the lesser deities, godlings, and demigods associated with Malacobus. They are unshakably loyal to their creator, and to no one else. If Malacobus ordered an Everlasting to serve a demigod, for example, the minion would do so, following all of the demigod's orders that didn't directly harm the Abyssal Lord. Were Malacobus to order the Everlasting to betray its erstwhile "master," the Great Undead would do so in an instant.

Everlasting will usually be encountered only on the planes of the Abyss, commanding Malacobus's army or acting as servants in his hierarchy. Occasionally, however, the Abyssal Lord will dispatch a couple of the minions to guard a particularly important place or item on another plane. They will never be encountered wandering randomly, or not under orders.

The Everlasting hate all life, as do normal undead. However, with higher intelligence comes greater pragmatism; Everlasting will not automatically try to kill every living thing they encounter just for the joy of destruction. If those are their orders, they will do so and will enjoy it; otherwise, however, they will kill



only when it will benefit them in some practical way.

Great Undead look on their mindless kindred as almost worse than the living. The minions despise demons of all types, considering them stupid and brutish.

These minions normally walk or use whatever movement mode is appropriate to their current form, but can teleport at will and planeshift twice per day.

Combat

In its true form, an Everlasting strikes with its two hands, ripping flesh with its claws. Each successful strike drains five points of Health from the target. A mortal reduced to zero health is dead, and the Everlasting absorbs his or her soul. The touch of an Everlasting can drain magic energy from an enchanted item. A single touch permanently drains five "levels" of enchantment; one "level" equates to one "plus" of bonus the item provides, or one magical ability or effect.

When forced into another form, an Everlasting attacks with all the abilities and powers appropriate to its current form. Attack speed, damage, and special effects are all appropriate to the minion's current form. Usually, the minion's attacks will be much less effective when not in its normal form. The temporary "demotion" to a lower form is a punishment to the minion for its stupidity in getting itself killed. An Everlasting in another form does not take on the weaknesses and vulnerabilities of that form, however it retains the same immunities it enjoys in true form. An Everlasting is totally immune to mentalics and to all attacks and effects based on light, electricity, fire, acid, poison and vacuum. Its high defense strength and destiny attributes give the minion great resistance to physical damage and to magical attack.

Special Abilities

An Everlasting can absorb the soul of any mortal it kills, preventing that mortal from being resurrected until the soul is freed. Absorbing a soul requires little concentration or effort, and replaces only one physical attack. In its true form, an Everlasting is surrounded by a death aura. This aura—commonly called "the Quenching"—will kill any mortal creature who comes within five feet of an Everlasting, unless the mortal makes a successful destiny roll. This ability has a Power Rating of 70. A mortal must make this destiny roll each combat exchange that he or she is within the aura.

It is said that the Deathlord, Lord Nosferatu, continues to create the Great Undead, the Quenchers, in the darkness and fire of the Abyss. There are those who say that the Quenchers themselves provide the Deathlord with the major raw material for more of their own kind—souls.

When a Quencher kills, it is said that it absorbs the soul into its own being, terrorizing and torturing it in the process. A Quencher can hold within itself up to thirteen souls. When it has acquired this many, it returns to the Deathlord, who incorporates those souls into yet another Quencher.

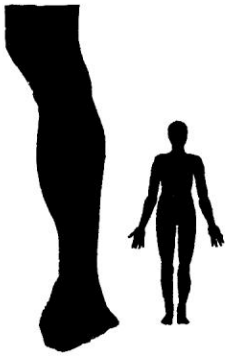
Malaclypse the Elder, The Demonomicon

FORCE TITAN

Power Level	5
Strength	55
Health	60
Reaction	25
Intelligence	15–20†
Destiny	20
Presence	20–35†
Willpower	35
Size	9+ yds
Speed	5 yds/s (physical form) / 13 yds/s (energy form)

†Varies.

Combat
Unarmed Combat Skill . . . . . Professional
Melee Weapon Combat Skill . . Veteran to Professional
Missile Weapon Combat Skill . . . . . Novice
Damage Rank
Physical
Fist—305 (1x each) or by weapon type (1x) (plus Strength bonus)
Special Abilities . . . . . Energy Discharge—35 (3x)
Defense Strength
20 (physical form) / 50 (energy form)
Aptitudes
Magical Aptitude . . . . . n/a
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . n/a
To Maintain . . . . . n/a



APPEARANCE

In their physical forms, adult force titans are towering humanoid figures standing 26 to 30 feet tall, massing well over 3,000 pounds. Adolescents stand 14 to 20 feet tall, while newborns are six to eight feet long. Their proportions are human, with their shoulders slightly broader and more powerful-looking than normal in relation to their height. They are completely hairless. Their faces are inhumanly beautiful, their expressions always serious and thoughtful. Their eyes normally glow with a soft gray light, and seem to possess an aura of timeless wisdom. When aroused for battle, the eyes blaze with a harsh white light guaranteed to strike fear into the strongest mortal opponent. They wear simple clothes of a soft, flowing, satinlike fabric.

In energy form, only their outlines are visible, seething with brilliant white light.

ORIGIN & BACKGROUND

Force titans evolved naturally, millions of years ago, on some distant energy plane. Since then they have spread to other energy-based planes. They worship many gods, all of whom are devoted to maintaining the cosmic balance between order and disorder. Today, they serve these gods as willing minions.

BEHAVIOR

On their home planes, force titans live in small family groups, numbering between two and twelve members. They are monogamous, and mate for life. Child-rearing is a responsibility of the group as a whole. While the true birth parents have the closest relationship with a child, all members of the group feel responsible for protecting the child, raising it, and educating it.

Force titans are long-lived, with lifespans measured in millennia. They mature relatively rapidly, however, with a youth attaining sexual maturity in less than 50 years. The age of majority—when a force titan is considered in all ways an adult—is 100.

Before reaching the age of majority, an adolescent force titan is expected to leave his or her home plane on a journey of adventure and exploration. Called the Shadush, this journey is similar to the "vision quest" that plays a major part in some Native American traditions. The Shadush is intended to promote

self-reliance, self-awareness, and the building of character, and is an accepted rite of passage among force titans. During the Shadush, the young force titan will visit many planes over a period of decades. The Shadush is—in part—a struggle to understand the diversity of life throughout the multiverse, so force titans on this journey will observe and interact with any races and cultures they encounter. They have the ability to understand and speak any tongue they hear, which makes this interaction easier. On matter-based planes, most encounters with force titans will be with individuals on their Shadush. While on Shadush, force titans can be found carrying virtually any kind of equipment or weaponry—usually items that fascinate them that they have picked up on their travels.

Once the Shadush is complete, the force titan will return to the home plane and undergo the ritual of majority, performed by his or her parents and the rest of the family group. The newly acknowledged adult will then bond with a mate. Male force titans remain with their family groups; females go to join their mate's group and become part of it.

Force titans have a strong sense of curiosity about the world, and a desire to understand. They are friendly and peaceable by nature, believing that through understanding they can avoid conflict. They can only be provoked by direct attacks on them or their family groups. Force titan hatred is rarely kindled, but when it is it is implacable. Force titans hate undead and other malevolent creatures—all those that kill and destroy by nature, rather than trying to understand. They fear undead, too, because such creatures can drain them of life force whether they are in physical or energy form.

In addition to walking—or, in energy form, flying—force titans can dimen-



sion shift once per year.

Combat

It is difficult to goad a force titan into combat, but once provoked the creatures are daunting foes. In melee, they strike with their fists, inflicting immense crushing damage due to their great strength. When in energy form, they can lash out with a burst of lambent energy that always strikes its target, up to a maximum range of 250 yards. They can only strike a target that they can see, however.

In energy form, a force titan cannot be harmed by any energy-based attack except for primal energy. If struck by such an attack, they absorb the energy, convert it into a harmless form—usually light—and release it into the environment around them. This ability has a power rating of 80. A force titan in energy form struck by an energy attack will thus glow more brightly than normal for an instant, with the increase in luminosity proportional to the force of the attack. Note that they are unable to absorb and convert negative energy attacks, however; such attacks inflict normal damage on them.

Special Abilities

At will, a force titan can change from physical form into a form consisting of pure energy. When they make this transformation, all items they are carrying transform with them, and so are not lost. On their home plane, they can transform to energy form three times per day, for up to two hours at a time. On any other plane, they can transform only once per day, and can maintain energy form for only one hour.

Understanding—that is what they seek, these creatures of almost godlike power, as far above humankind, evolutionarily speaking, as we are above the scurrying ants.

Understanding. They wish to know us, and the other races that share their universe. They do not wish to destroy, or to dominate, though of course they could do either with little effort. It is as if our greatest thinkers were to prostrate themselves on the ground and try to speak with and understand the ants. They see themselves as our kindred, rather than our superiors—though superiors they undoubtedly are. Pride is set aside for understanding.

A lesson for us all to learn, perhaps.

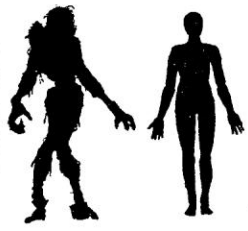
Garay of Ulme, Codex of the Infinite Dimensions

GATHERER

Power Level	4	*Combat*	
		Unarmed Combat Skill	Master
Strength	n/a	Melee Weapon Combat Skill	n/a
Health	n/a	Missile Weapon Combat Skill	n/a
Reaction	20	*Damage Rank*	
Intelligence	8	Physical	n/a
Destiny	20	Special Abilities	n/a
Presence	15	Defense Strength	n/a
Willpower	20	*Aptitudes*	
Size	2.5 yds	Magical Aptitude	Professional
		Mentalic Aptitude	n/a
Speed	6 yds/s	*Primal Cost*	
		To Create	5 base
		To Maintain	5 flux

APPEARANCE

Gatherers are ghoullike in appearance, easily mistaken for the more normal forms of undead. In fact, they are something totally other, something much more powerful and lethal than the typical undead that bedevil the planes.



They appear as dead, decaying humanoids, covered in boils and rotting flesh. Their skin is generally white with touches of putrid green here and there. They smell of carrion, and they always seem to be surrounded by a high-pitched wailing. Although often misinterpreted as the wind, this sound is actually the crying of the souls that the gatherers have captured.

Despite their appearance, which seems totally solid without any hint of transparency, gatherers are actually completely incorporeal. They can pass through solid objects at will; conversely, very little can harm them since they have no true physical existence.

Animals, whose senses are often better than those of humans, are driven into a frenzy by the presence of a gatherer within four miles. The sight of normally calm doves tearing each other to shreds in terror is suitable warning that a gatherer is in the vicinity.

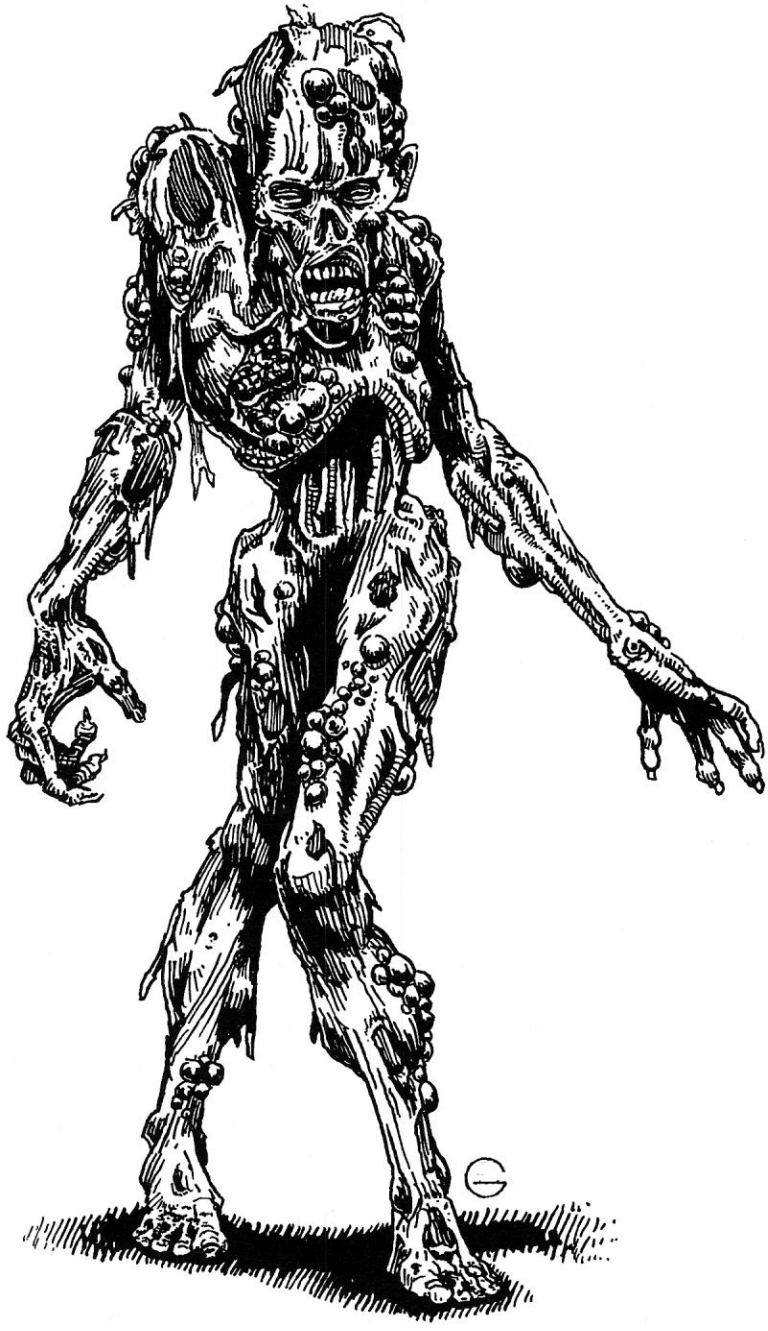
ORIGIN & BACKGROUND

Sages still argue over which deity initially created the gatherers. It seems apparent that the creator had to be a deity of death or of the dead, but his or her actual identity remains in question, even among the other deities. It is possible that several deities with a professional interest in death might have collaborated on their creation, but this is just idle speculation.

Whatever their origin, there is little doubt as to the gatherers' purpose: to gather souls and transport them to the deity in whose service they are working. Unlike helkyries (p. 63), who prefer to pervert souls to corruption before gathering them, gatherers care little what moral or ethical state a soul is in. Without worrying about such irrelevancies, they simply steal souls by force, and take unholy joy in doing so.

Sages believe there are several thousand of these foul minions in the multiverse, in the service of a number of death deities. Up to twenty of them can be found together at any one time. When not seeking out souls to steal, they reside on the plane of the deity their serve, or on one of the distant undead planes.

Behavior Gatherers have one purpose and one joy to their existence, and that is to gather souls. They care little who their victims are, and take souls by force rather than through trickery. They congregate in areas where death or violence is prevalent—regions suffering from plagues, for example, or battle sites. While they have no compunctions about killing their victims themselves, they also have no objection if someone else, or some natural catastrophe, wants to save them the trouble.



Gatherers are good at what they do; they enjoy it wholeheartedly, and they are amply rewarded by the deities they serve. Thus they can never be swayed from their task through bribery or intimidation. Rather, the only way to persuade a gatherer not to take a given soul is to offer it more souls, and even then the creature may take both the bribe and the original soul.

Since gatherers are entirely incorporeal, they can pass unhindered through solid objects. When they travel on a plane, they appear to walk on the ground, although their movement rate is faster than would seem appropriate to the tempo and length of their stride. The subtle gliding component of their motion is quite distinctive. In addition to this modified walking, they can planeshift and teleport at will and without error.

Combat

A gatherer strikes with its clawed hands. Though these are incorporeal, a successful hit drains one half of the victim's normal strength and one quarter of the victim's normal health; a second blow therefore drains the victim's strength completely and leaves his or her health at half normal. This ability has a power rating of 75. When either attribute reaches zero, the victim dies, and the gatherer can collect his or her soul. Lost attribute points return at a rate of one-tenth of the original attribute value for every four hours of total rest. Normal curative magic cannot restore attribute points, although divine or primally powered abilities can.

Since they are incorporeal, gatherers are totally immune to physical damage, whether inflicted by weapons or by magic. They can only be driven off or destroyed by spells that specifically harm undead.

Special Abilities

Instead of attacking physically, a gatherer can attempt to wrest the soul directly from a victim. To do so, the gatherer must be within 10 feet of its target. The process takes one combat exchange, during which the gatherer can do nothing else. At the end of this exchange, the victim must make a resistance roll. On a failed resistance roll the victim falls dead, and the gatherer collects his or her soul. Fortunately for the living, a single gatherer can attempt this sudden soul capture only once per 12-hour period. Unfortunately, it is rare to encounter only a single gatherer.

Gatherers collect and store souls with the same proficiency as a godling. Further, if a gatherer is currently carrying souls, it can "burn" them, converting their animistic energy into magical energy in the form of a wish. The intention of a gatherer's wish is never perverted, since it is actually an extension of the creature's will. To create such a wish, the gatherer must burn all of the souls it is carrying; it cannot spare any of the souls, which are completely destroyed and gone forever. The erstwhile owners of the souls can no longer be resurrected, raised, or recovered in any way. The power of the wish does not seem to be dependent on the number of souls burned to bring it about. Gatherers will only burn the souls they have collected in the direst of circumstances, since the deities to whom they were bringing the souls are apt to be a tad upset to be denied the offerings they were expecting.

Beware the Gatherers,
Soulbiters, heartrippers.
Beware the masters of the dead.
Battlefield prowlers,
Plague spreaders,
Spirit tormenters,
Foes of light and life.
Beware the masters of the dead.

"Verse 21" from Cautionary Verses, *Author Unknown*

HEDVIKI

(hed-VEE-kee)

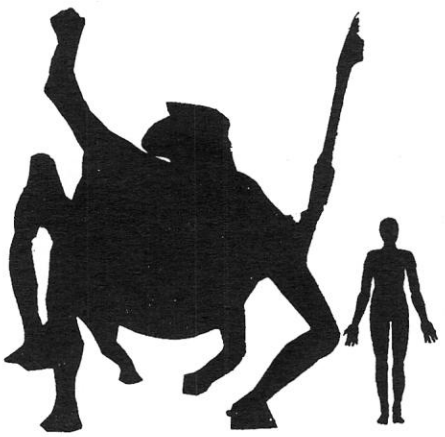
Power Level 3

Strength 40
Health 30
Reaction 25
Intelligence 7
Destiny 20
Presence 20
Willpower 30
Size . . . . . 4 yds

Speed
Run 27 yds/s†

†Can sprint at 44 yds/s for a three-combat exchange "burst," but must wait for one hour before another such burst.

Combat
Unarmed Combat Skill . . . . . Master
Melee Weapon Combat Skill
Professional (with any one-handed weapon; Veteran with two-handed weapons)
Missile Weapon Combat Skill . . . . . Professional
Damage Rank
Physical . . . . . Claw—25 (8x); Bite—20 (1x)
Special Abilities . . . . . n/a
Defense Strength 30
Aptitudes
Magical Aptitude . . . . . n/a
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . 1 base, 3,750 pounds of gold
To Maintain . . . . . none



APPEARANCE

A hedviki is a huge, six-armed, four-legged creature, standing some 12 feet tall and massing about 1,250 pounds. Its legs have three joints each, two "knees" and one "ankle", and are arranged symmetrically around the creature's vertical torso. Its arms, too, have three major joints, and are also symmetrically arranged. The arms are muscular, and almost seven feet long. All limbs are double-jointed; the joints can bend both ways with equal ease. The creature's head resembles that of a crocodile, with a short, broad snout filled with four-inch fangs. The head can turn 180°in both directions. Thus it can look directly backwards, but its head cannot spin repeatedly. Its brilliant eyes are elongated ovals, set horizontally to improve peripheral vision.

A hedviki is covered head to toe in thick olive-green scales. There are three layers of scales, so that if one falls off or is broken, there are two more beneath. It is totally hairless, and appears androgynous. The creature smells of dried fish. Its language comprises a wide range of clicks and whistles. It is incapable of learning any other language, and simply would have no interest in ever doing so.

The appearance of even a single hedviki is presaged by violent weather disruptions and lightning storms. These storms usually begin several hours before the hedviki arrives, and reach their peak when the minion actually appear. When hedvikis march into battle, they always do so in mighty storms, with thunderclaps as their marching beat. Nobody knows whether these weather disruptions are caused by the hedvikis themselves—not consciously, perhaps, but due to some innate power—or by the goddess Dragg, who is thought to have a penchant for the dramatic.

ORIGIN & BACKGROUND

Hedviki were created by Dragg, a lesser deity of mass warfare, known to her followers as Our Lady of Strife. She created the hedvikis to fill out her armies, and to use as shock troops. They are lethal in close combat, horrifying to most opposing soldiers, too stupid to feel fear, expendable, and easily replaceable.

Dragg initially created the hedvikis for use in her ongoing war against Horth, a deity of valor in battle. She modelled them after her own grotesque image, because she wanted her enemies to know who was defeating them. It must be admitted that Dragg has never lost a battle since she added the hedvikis to her forces, although some were very close-run things, and several involved her armies taking enough losses to qualify as truly Pyrrhic victories.

Some sages believe there are 75,000 or so hedvikis in existence; others put the number at considerably more. Hedvikis always travel in military units, the smallest being the platoon—10 hedvikis, according to Dragg's organizational structure. The largest grouping of hedvikis ever seen was some 60,000 of the foul creatures, defending Dragg's plane against an invasion of Horth's forces.

Behavior

Hedvikis are killing machines, pure and simple. They are not overly intelligent, and will obey Dragg's orders to the letter. Sometimes she will order them to obey the orders of another—temporarily, of course—but their loyalty is to her alone. They do not have the brainpower to do much but fight, and ordering them to do anything more complex will only confuse and enrage them. They are said to have a strong sense of humor—"robust" is the polite way of describing it—and they believe that prolonged torture unto death is one of the finest practical jokes yet devised. Hedvikis hate anything not of their race, and will attack it on sight unless specifically ordered not to.

Most hedvikis have never left Dragg's plane, except as part of an invasion, and will never do so. Very rarely, Dragg has been known to grant a small army—250 or so—of the creatures to a particularly powerful and loyal mortal, usually



in return for performing virtually impossible tasks. Most of these mortals have found themselves becoming dependent on the hedvikis as the mainstay of their armies. By threatening to recall the beasts, Dragg can in this way break to her service even the most untractable hero.

Interestingly, some sages claim that the hedviki obey not Dragg herself, but the possessor of the Talisman of Dragg. Since Dragg possesses the talisman at the moment, this is currently a moot point. The talisman is a crystalline statue of Dragg, standing several feet high, with ruby eyes. So intricate is the statue that only a master sculptor teamed with a master jewelsmith could replicate it, and then only after several days of close analysis and measurement. It has no magical powers at all, but it seems to be a symbol to the hedvikis. If someone other than Dragg were to possess it, the hedvikis would follow that person, and not their creator, or so some sages claim. Other sages, of course, point out that this is a ludicrous thing for a deity to do, and decry the story as purest fantasy. It is up to you to decide which faction has the truth of the matter.

Combat

A hedviki can attack with its claw-tipped limbs. Its arms are long and flexible enough that they can reach round the creature's body if necessary, all six striking at the same target. Alternatively they can split their attacks among up to six targets; all these targets must be within the creature's field of view, of course. They can also strike with two of their four legs; for balance, they must keep two legs on the ground at all times. They can also bite. These natural attacks will inflict damage on creatures that are normally hit only by magical weapons.

Hedvikis are proficient with all melee and most missile weapons. They can wield up to six weapons—one per arm—with no penalty. The sight of a hedviki wielding half a dozen different weapons is enough to strike fear into even the most doughty warrior. Weapon attacks will not hit creatures immune to nonmagical weapons unless the hedviki is wielding enchanted weapons, which is rare, but not unheard of. Hedvikis are immune to direct mentalic attack. Mentalic effects can affect them, but direct attacks against their minds automatically fail. Further, the mentalist foolish enough to make such an attack must make a destiny roll at -20% or go insane for 1–6 days.

Special Abilities

Hedvikis are able to see clearly in even the poorest light, as if it were bright daylight. This makes them more sensitive to brilliant flashes of light, which can stun them for up to one combat exchange.

Certain legends tell that the loyalty the hedvikis show towards Dragg is based on the fact—the hedvikis' belief, rather—that Dragg is invincible in battle. So far this has proven out, in that Dragg has never lost a major battle—not since the hedvikis were created. The legends go on to claim that if Dragg's forces were ever to lose, the hedvikis would no longer serve her. In fact, they would turn on her and try to consume her. Then they would transfer their loyalty to the general who conquered her forces. Are these legends true? None can say.

Drado Barisman, Wars of the Planes

HELKYRIE

(HELL-kih-ree)

Power Level . . 3–6

Strength 35
Health 25
Reaction 25
Intelligence . . . 15
Destiny 25
Presence 30
Willpower 35
Size . . . . . 2.5 yds

Speed
Walk 4 yds/s;
Astral 32 yds/s

Combat
Unarmed Combat Skill . . . . . Veteran to Legendary-1†
Melee Weapon Combat Skill . Veteran to Legendary-2†
Missile Weapon Combat Skill . Veteran to Legendary-1†

†In all three cases, helkyries with higher-ranked skills are extremely rare.

Damage Rank
Physical
Claw—20 (2x each); Bite—20 (1x) or by weapon type (2x) (plus strength bonus)
Special Abilities . . . . . n/a
Defense Strength 25

Aptitudes
Magical Aptitude
Novice to Legendary-2 (higher-ranked are rare)
Mentalic Aptitude . . . . . n/a

Primal Cost
To Create . . . . . 2 base
To Maintain . . . . . 1 flux/day

Appearance

From a distance, helkyries look like exotically beautiful, well-muscled female warriors wearing elaborate metal armor and wielding weapons of war. They generally have blonde hair that cascades down their backs, and their skin appears alabaster-white and unblemished. Many warriors have, it is said, mistaken them for valkyries, much to their detriment.



On closer inspection, a helkyrie's true nature becomes apparent. Her eyes burn with a sullen red glow, her skin is dry, flaky, often scarred, and cold as that of a corpse, and her eye teeth are elongated into lethal fangs. Her hair is matted with blood, usually not hers, and sweat. A helkyrie's voice, which is often raised in savage laughter, is harsh and grating. She smells of carrion, and emanates a sense of demonic glee.

Helkyries are the same size as human women, but their strong presence and arrogantly dominant demeanor make them appear much more powerful.

Origin & Background

Helkyries were created many centuries ago by the goddess Hela, a greater deity whose home plane is Hel. Hela wanted faithful servitors who would pervert the souls of noble warriors to corruption and take the souls of the wicked dead to her dark and icy halls. When she created the first helkyrie, the goddess knew she had the minion she wanted. Powerful enough to wrest the soul from even the mightiest mortal and eternally loyal to Hela, the helkyries are perfect for their task.

The helkyries call the plane of Hel their home, and this is where they can be found between assignments. Most of the time, however, the minions spend their time scouring the other planes for souls to pervert or steal. There are thought to be on the order of 10,000 of the hideous creatures in existence. When encountered outside of Hel, they can be found in virtually any number from one at a time to thousands, though they generally work in small groups except in the largest of battles.

BEHAVIOR Helkyries have personalities one might expect of demons. They revel in death and destruction, and take infernal glee in warping the minions of nobility and virtue to treachery and malevolence. They love battle above all, preferring single combat with paragons of virtue, and joyously feast on the flesh and blood of those they have slain. They are totally loyal to Hela; after all, the goddess has given them free license to do what they most love, and will, in a pinch, support them against those who would destroy them.

Helkyries hate every manifestation of kindness and benevolence in the world, and claim to be able to unerringly scent these attributes in the blood of a mortal from a range of several hundred yards. They despise every creature not of their own hideous race, although they will grudgingly tolerate and fight alongside others who have dedicated themselves to the service of Hela.

Helkyries have their own perverted code of honor. They will never refuse a challenge to single combat issued by a minion of a benevolent deity, and will



fight to the death in such a case, using every dirty trick in the book to make sure they come out on top. Otherwise, they are intelligent enough to recognize an untenable position. Their hatred is even stronger—if that is possible—toward those who have defeated them in the past, and they will go to any lengths to exact vengeance on these foes.

The sight of a helkyrie in combat is hideous in the extreme. They are skilled with all weapons, and are ferocious in-fighters, using their claws and teeth. When in battle, they often shriek and laugh with demonic glee as they dismember their foes. If victorious, they loot the survivors for weapons and equipment, fighting among themselves for choice weapons and combat-related magic items. Fighting ability creates a "pecking order" among helkyries. The most powerful have the finest weapons, often magical, and sometimes even of artifact status. The weakest of their numbers have to make do with mundane weapons.

Helkyries move as humans on the main plane, although their strength is such that they are rarely encumbered by their armor and equipment. They can teleport unerringly and at will, and can planeshift. They seem to enjoy traveling and fighting on the astral plane.

Combat

Helkyries usually use weapons they have looted from the bodies of those they have slain. In close combat, they attack with their clawlike fingernails or by biting. They always wear armor, again stolen from the dead. As with weapons, the strongest or luckiest helkyries sport magical armor, often of great enchantment, while the weakest must make do with mundane armor.

Helkyries are excellent tacticians, brilliant at small-unit tactics. Sometimes, however, they become distracted for a few moments by the appetizing sight of freshly dead flesh.

Special Abilities

Helkyries have the ability to capture and store souls at the same rate as godlings. When any mortal strikes a helkyrie for damage in melee combat, there is a 10% chance that the mortal is irrevocably turned to corruption, assuming the mortal was virtuous in the first place. If a mortal succeeds in killing a helkyrie, the helkyrie's soul leaves her body and merges with the mortal's soul, then flees to Hel. The mortal is left as a lifeless, soulless husk. Obviously, then, such a victory against a helkyrie is a Pyrrhic victory indeed.

The demonic battlecry of a helkyrie causes fear and perhaps even paralysis in mortal foes. This power is thought to be supported directly by Hela, and has a power rating of 65.

"Harsh and grating was her voice when she screamed her joy to the skies. The cry of a predatory beast, the cry of a demon. She had already killed my companions, and now her eyes, burning like wind-licked embers, were turned on me. She laughed and moved forward.

"I knew that her touch was death, or worse than death. I knew that she would wrench my soul from my body and carry it off to eternal torment. I knew all these things.

"I knew I should run—as if that would help. But I could not run. My heart pounded, my breath burned my throat. But not with fear.

"No. What I felt—may the gods pardon me—was a kind of longing. Sexual in its intensity, but dark as a pit. I wanted to go with her. Willingly. To be with her, to be one with her. Never before have I been so tempted by what others would call evil . . . ."

From a conversation with Laysek Shieldwarden

KEEPER OF LAW

Power Level 6

Strength 30
Health 35
Reaction 25
Intelligence . . . 20
Destiny 25
Presence 30
Willpower 30
Size . . . . . 2.5 yds

Speed . . . . 8 yds/s

Combat
Unarmed Combat Skill . . . . . Veteran to Master
Melee Weapon Combat Skill
Professional to Legendary-3
Missile Weapon Combat Skill
Professional to Legendary-3
Damage Rank
Physical
Fist—25 (3x each) or by weapon type (3x each) (plus strength bonus)
Special Abilities . . Primal Blast—10 points primal flux
Defense Strength 40
Aptitudes
Magical Aptitude . . . . . n/a
Mentalic Aptitude
Legendary-3 with the probe only; otherwise n/a
Primal Cost
To Create . . . . . 2 base
To Maintain . . . . . 1 flux per day



APPEARANCE

Keepers of Law are hairless humanoids standing seven feet tall. They are slender and fast-looking; despite their strength, they do not have overdeveloped muscles. They are lean and mean, looking like overly tall versions of veteran warriors. Their skin has the texture and resilience of leather, and is pale gray in color.

Keepers of Law are sexless. They usually wear nothing but simple tunics and sandals. They never wear armor. Keepers of Law are always armed, carrying melee or missile weapons of the finest quality. When multiple Keepers are encountered together, they will usually be armed with different weapons, to maximize their combat options.

ORIGIN & BACKGROUND

The Keepers of Law were first created by the warrior-god Crecelius, widely worshiped on the world of Fal. He assigned the minions to maintain control of the gates that led into the City of Valor, the site of his palace and throne on his home plane, and to defend his plane from invaders. Over the centuries, Crecelius created some five legions of the minions.

There are thought to be a total of 10,000 keepers throughout the multiverse. Most of these can be found on Crecelius' home plane, serving in his guard. Occasionally squads, platoons, or even legions of keepers may be found elsewhere, furthering the interests of their creators.

BEHAVIOR

Keepers of Law are loyal to Crecelius, to the point of fanaticism. They will follow their creator's orders no matter what they are, willingly laying down their own lives if this is required. They cannot be bribed or otherwise turned aside from their duty.

Keepers are virtually unique in the multiverse in that they exhibit a group mind. All keepers are constantly in telepathic and telempathic contact with each other and with their creator. Anything sensed or known by one keeper is instantly sensed or known by all other keepers and by Crecelius. Thus they are exceptional scouts, information-gatherers and security operatives, instantly conveying everything they learn back to Crecelius. With a contingent of keepers

stationed around sites of strategic importance, Crecelius can be confident that surprise attacks will not succeed.

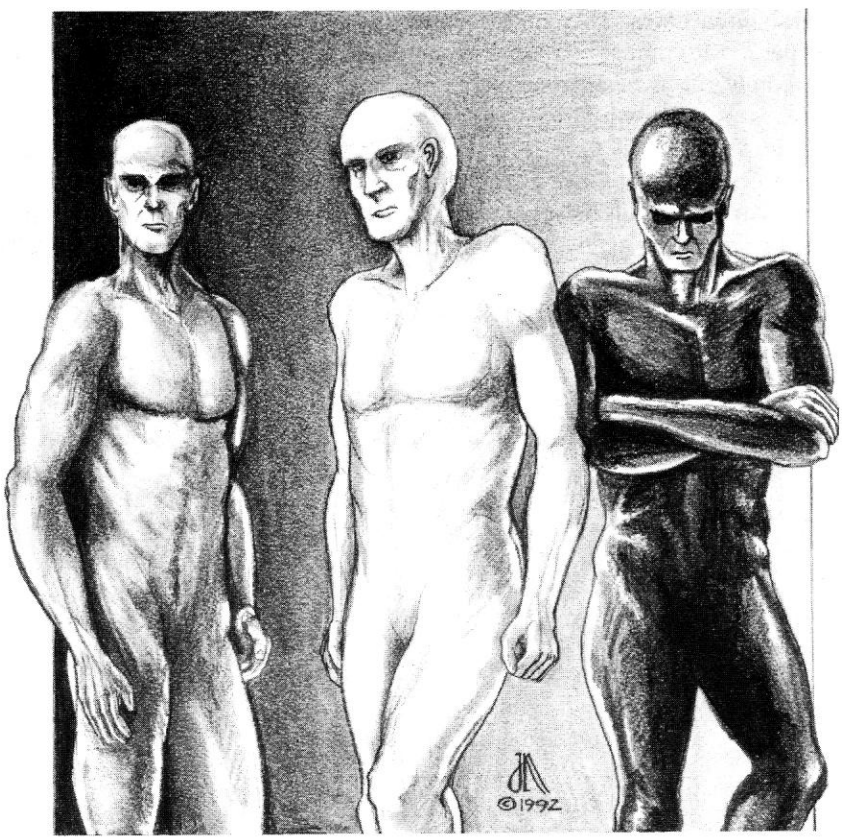
This makes it almost impossible to ever trick a keeper, particularly for rogues pretending to be operating on Crecelius's orders. Any keeper can instantly check with the deity, confirming the identity and orders of anyone claiming to operate on his behalf.

The fact that keepers are part of a group mind influences their worldview and their behavior. keepers are not really individual creatures, with their own personalities and wants. Destruction of individuals means as little to the group mind as does the loss of a fingernail to a mortal warrior. This means that instincts of self-preservation never influence the actions of individual keepers. Only if the entire group mind is threatened—that is, only if every single keeper faces destruction—will even the slightest hint of self-preservation arise. Even then, the will of Crecelius is paramount.

If a keeper is destroyed, every other keeper and Crecelius will instantly know it, and will also know who did it, when, and where. While the keepers have no real instinct of vengeance, the group mind could well decide that the removal of the killer is in Crecelius's best interest. Anyone destroying a keeper may well be devilled by more keepers—or, conceivably, even by Crecelius himself.

The mental link between keepers is unaffected by distance and by planar barriers. There is no time lag, regardless of distance or intervening planes, and it is impossible to "jam" the link.

Keepers of Law can dimension shift and planeshift at will, and without error. They are skilled animal handlers, and are often encountered riding monstrous mounts.



Combat

Keepers can use any weapon types, and are highly skilled with them all; they suffer no unfamiliarity-proficiency penalties. They can wield two single-handed weapons simultaneously with no penalty. They also receive one parry per weapon each combat exchange, assuming the weapon can parry. They can wear any form of armor—as long as a suit of sufficient size can be found—but they rarely do so.

Five times per day, each keeper can produce a 20-point primal blast. This is powered directly by Crecelius, so he pays the flux cost. Crecelius will power only a total of 100 such blasts for all of the keepers in existence, and is very selective as to when he will bestow them. Keepers of Law are very careful when it comes to using this ability, since Crecelius is displeased if his minions drain his supply of flux for trivial matters.

When on Crecelius's plane, Keepers of Law regenerate 50% of all damage inflicted each combat exchange. Also, they are surrounded by a negation aura powered by planar energy drawn from Crecelius's plane. This negates all magical, essence, and elemental attacks, with a power rating of 75. Obviously, this does not interfere with the keepers' own abilities. They can temporarily negate this aura if they so will, but they must have a very good reason for doing so.

So well trained are keepers at the skills of combat, and so great is the overall intelligence of the group mind, that they can quickly analyze the fighting style of any opponent and determine how best to counter it. For each exchange of combat, a keeper receives a cumulative 5% chance of correctly guessing what its foe's next attack will be. If the keeper guesses correctly, it can automatically dodge or counter that attack, if the attack form can be dodged or countered.

Special Abilities

The group-mind nature of keepers gives them several significant benefits. When three or more keepers are engaged in the same combat, they can merge their awareness and their combat skills. This increases the attack and defense capabilities of each keeper in the combat by 2% per keeper involved. This makes a unit of keepers incredibly effective in melee.

Any mentalist who tries to attack a keeper will end up in combat with the entire group mind. To reflect this, any mentalist unwise enough to attack a keeper's mind must make a destiny roll, or have the attack form reflected back at him or her, at full power. Further, three times per day a keeper can probe the consciousness of anyone within 50 feet, to determine his or her intent. This ability has a power rating of 85.

Keepers can see see anything that is not primally invisible.

"We don't accept contracts on devout followers of Crecelius, no matter how much money is involved. So don't even ask us.

"Why? Because of the damned Keepers of Law, that's why. Crecelius gets kind of ticked if any of his followers are denied the 'honor' of death by combat. And that includes our work, doesn't it? If we 'zero' a High Priest of Crecelius, or something like that, there's a bloody good chance the operative will find himself facing a Keeper of Law, out for vengeance.

"Our people are good—damned good. But you name me one assassin who can take down a bloody Keeper of Law in a toe-to-toe fight . . . "Yeah, that's what I thought."

From a conversation with Ailis Bloodstone, Grandmother of Assassins

KNIGHT OF JUSTICE

Greater Knight of Justice

Power Level 7
Strength 40
Health . Unlimited
Defense Strength 35
Reaction 35
Intelligence . . . 25
Destiny 35
Presence 45
Willpower 50
Size . . . . 2.66 yds
Speed . . . 29 yds/s

Combat
Unarmed Combat Skill . . . . . Professional to Master
Melee Weapon Combat Skill . . . . . Legendary
Missile Weapon Combat Skill . . Veteran to Professional
Damage Rank
Physical
Fist, 35 (4x); or by weapon type, plus strength bonus (4x, 6x with holy weapon)
Special Abilities . . . . . n/a
Defense Strength 35
Aptitudes
Magical Aptitude . . . . . n/a
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . 750 base†
To Maintain . . . . . 50 flux
†Plus whatever base and flux the creating deity grants to the knight. Typically, a greater knight has about 200 base and 30–40 flux of its own.

Lesser Knight of Justice

Power Level 5
Strength 35
Health . Unlimited
Reaction 25
Intelligence . . . 20
Destiny 30
Presence 40
Willpower 45
Size . . . . 2.33 yds
Speed . . . 29 yds/s

Combat
Unarmed Combat Skill . . . . . Professional to Master
Melee Weapon Combat Skill . . . . . Legendary
Missile Weapon Combat Skill . . Veteran to Professional
Damage Rank
Physical
Fist, 30 (3x); or by weapon type, plus strength bonus (3x, 5x with holy weapon)
Special Abilities . . . . . n/a
Defense Strength 30
Aptitudes
Magical Aptitude . . . . . n/a
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . 45 base†
To Maintain . . . . . 25 flux
†Plus whatever base and flux the creating deity grants to the knight. Typically, a lesser knight has about 75 base and 7–10 flux of its own.

APPEARANCE

A Knight of Justice has no physical body, but acts as the inhabitant and animating force of a huge suit of plate mail that would fit a humanoid between 7 and 8 feet tall and massing 500–600 pounds. The armor of greater knights appears to consist of chromed and polished steel; that of lesser knights is white-enamelled steel. The helmet has a visor that is always closed, and no part of the creature can be seen within the armor. The armor is very elaborate, often finely worked and chased with precious metals; sometimes it is even inset with gems and semiprecious stones. The armor, the large shield the knight usually carries, the crest on its helmet, and any pennant or banners it may have always bear symbols and colors representing a paladin in service of the deity who created the individual knight.



Knights of Justice can speak all human and humanoid tongues fluently. Their voices are powerful and resonant as befits their great size, and they are pitched so that some sound female while others sound male. Other than by listening to the voice, it is impossible to distinguish a given knight's gender, if indeed gender is a meaningful term with regard to these bodiless creatures.

Greater Knights of Justice exude an aura of immense power kept in check. So strong is this aura that it is impossible to mistake a Greater Knight of Justice for any mortal creature; they are undeniably minions of a deity, and anyone who encounters one will know this at once.

Origin & Background

The first Knights of Justice, all greater knights, were created by Alantria, a patron deity of the poor and impoverished. The first knights were mortals, members of an age-old paladinic and chivalric order devoted to that goddess. So great was their devotion that they vowed not to allow even death to prevent them from continuing to discharge their oaths of allegiance and service to their goddess. When their mortal bodies died, Alantria expended the primal base necessary to let them continue living as disembodied "souls," which she promoted to minion status. These immaterial spirits remembered everything from



Greater Knight of Justice

their mortal lives, and their personalities were largely unchanged; if anything, their devotion to their deity was increased by the trust and love she exhibited. Alantria then encased these bodiless souls in suits of armor that are artifacts in their own right; each one has a power rating of 92.

Alantria created the first Knights of Justice as defenders of fairness and equality. She sent them to the main plane to oppose those who further the ends of greed and trickery, to exact harsh justice on behalf of the poor, weak, and afflicted followers of the goddess, to assist members of the church in the



Lesser Knight of Justice

performance of their duties when necessary, and generally to defend the honor and well-being of Alantria's loyal worshipers.

After seeing the great success Alantria had with her Knights of Justice, the other deities in the Council of Eternal Justice decided to follow up by creating some of their own in order to expand their forces of holy defenders. Considering the prohibitive cost in base and flux to create knights as powerful as Alantria's, the other deities decided to create lesser knights instead. This decision was logical since there are many duties that can be discharged by servitors without the immense power base of the greater knights.

Apart from their respective power levels, Lesser Knights of Justice are very similar to the greater knights. They too were once mortal paladins, now promoted to minion status. The armor of a lesser knight has a power rating of 85.

All Knights of Justice seek out tyranny and injustice and oppose them—preferably by destroying the perpetrators—wherever they find them.

BEHAVIOR As might be expected of those who were once paladins, the Knights of Justice are fanatical about following the wishes of their deities. In life, their entire existences revolved solely around the wishes of their patrons; every action, every thought, every impulse was dedicated to furthering their cause. Predictably, this did not change after death. Knights of Justice cannot be swayed from their course by any means. They are unshakable and relentless foes of greed and malevolence and are grimly lethal in combat, giving no quarter to champions of malice and asking none.

Despite or perhaps because of this unwavering devotion to their cause, Knights of Justice are chivalrous to a fault. They scorn all base trickery and dishonorable tactics, loving a fair fight. To Knights of Justice, dishonor is worse than destruction; they will never sully themselves or the names of their patron deities by acting less than the epitome of nobility and honor.

These minions detest the wanton destruction of life, since this obviously goes against the precepts of justice. They will go out of their way to succor the sick, the elderly, and those in dire need. Although they will focus largely on followers of their patron deities, they will not ignore "unbelievers" unless by so doing they would compromise their mission.

The Knights of Justice, both greater and lesser, comprise an undying chivalric order. The greater knights are the leaders of the order and frequently dispatch the lesser knights to their tasks. The lesser knights are the day-to-day foot soldiers sent about their work by their superiors. It is common to find between two and ten lesser knights together, sometimes accompanied by a greater knight. During a holy war, particularly one on the home plane of a member of the Council of Eternal Justice, hundreds of lesser knights can be found. If a lesser knight is slain by an enemy of the order, a greater knight will always appear immediately to exact retribution on the killer.

Lesser knights are much more commonly found than greater knights; on average, there are about four hundred for each deity on the council. The lesser knights can be found anywhere in the multiverse where the need arises, sometimes even on the planes of other deities. At last count, there were only thirty-five Greater Knights of Justice in existence. It is exceptionally rare to encounter more than one or perhaps two greater knights at one time, except in the most important engagements with the forces of malevolence. Like the lesser knights, greater knights will travel wherever they must to perform their duties, whether or not the plane toward which they march is controlled by another deity.

Combat

Knights of Justice fight with unfailing morale and have unlimited endurance; both abilities are powered directly by their deities.

A greater knight usually carries a massive two-handed sword and a great shield. When mounted, the creature will usually carry a lance. Many greater knights possess holy weapons, which raise their attack speeds from 4x to 6x. By expending 25 flux, the greater knight can convert any holy weapon into a special-purpose slayer of champions of malice for the duration of a single battle. Once a weapon has been converted in this way, any successful hit with that weapon will instantly kill a champion of malice; it will do no damage whatsoever to other opponents no matter how successfully it hits.

In addition, a greater knight in combat with an opponent whose purpose is antithetical to that of the Council of Eternal Justice gains double attacks, putting it at attack speed 12x if using a holy weapon and 8x if using a normal weapon or unarmed. In unarmed combat, a greater knight usually strikes with its gauntleted fists, inflicting punishing damage. The creature can also use its great size and mass to overbear.

In unarmed combat, lesser knights can strike with their fists as well. They prefer, however, to wield the two-handed artifact swords bestowed upon them by their deities. These swords are considered holy swords, inflicting double damage on creatures opposed to their cause. They are also enhanced with a primally laced magic-piercing aura, so that all successful attacks with such a sword bypass all magical armor and defenses. Such a sword will typically have a power rating between 80 and 85. In addition, lesser knights all carry large magical shields and lances of varying power. Like greater knights, they attack at double speed against those who oppose justice.

The armor of a Knight of Justice is self-repairing; that of a greater knight regenerates all damage done to it by the end of each combat exchange, while that of a lesser knight can regenerate half of the damage done to it by the end of each exchange. The armor also projects a 10-foot diameter field that dispels all direct magical attacks aimed at the knight. The armor and all the items possessed by a knight are powered by open channels to the knight's deity, preventing such effects as antimagic auras or deactivation fields from affecting them unless the aura or field is primally powered. Note that since these channels are always open, it is possible to bleed flux from the knight's creating deity through its items; this is not necessarily a good idea, however, since the deity will probably exact swift and certain vengeance for such an insult.

Special Abilities

Knights of both types are impervious to all mental energy, whether used directly or indirectly against them. This ability, granted by the creating deity, has a power rating of 90 for greater knights and 85 for lesser knights. Knights of Justice are considered priests of their deities, and can use priestly abilities at master rank.

Knights of Justice can planeshift at will with no chance of error. Wherever a knight is, it can summon an immense war horse standing 24 hands tall to serve it as a steed. This creature appears instantly and will serve loyally until it is destroyed. Under special circumstances, greater knights may be able to summon other beasts, even monsters, to serve them as mounts.

Knights of Justice, since they are incorporeal, need no sleep, food, water, or air, and are immune to disease or poison. They and their armor are unaffected by extreme environments such as elemental planes, the vacuum of space, and so on. Frequently, when creating a greater knight, Alantria chose to make the knight a godling and give it primal base of its own. This allowed her to give the knight more primal energy without paying extra daily flux to maintain it.

La Humareda

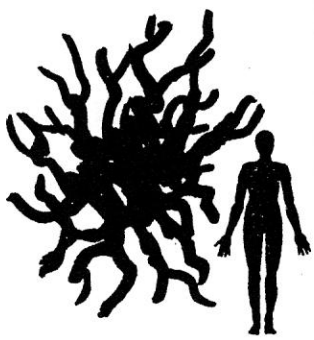
(oo-mah-RAY-dah)

Power Level 1

Strength 25
Health 25
Reaction 20
Intelligence . . . 15
Destiny 15
Presence 20
Willpower 25
Size . . . . . 4 yds

Speed . . . . 5 yds/s

Combat
Unarmed Combat Skill . . . . . Professional
Melee Weapon Combat Skill . . . . . Professional
Missile Weapon Combat Skill . . . . . Professional
Damage Rank
Physical
Limb—15 (8x); or by weapon (plus strength bonuses)
Special Abilities . . . . . Skin Penetration—20 (2x)
Defense Strength . . . . . n/a
Aptitudes
Magical Aptitude . . . . . n/a
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . n/a
To Maintain . . . . . n/a



Appearance

La humareda is an amorphous, gaseous minion that resembles a shifting cloud of gray smoke. The creature has complete control over its shape, the only restriction being that it must maintain a constant volume.

When full grown, la humareda has a volume of 512 cubic feet. This means it can fill a cube 8 feet on a side, or a sphere with a diameter of about 10 feet, or a cylinder 2 feet in diameter and 163 feet long, or any other shape that has the same volume.

When engaging in combat, la humareda usually takes on a roughly humanoid form, standing about 10 feet tall, with multiple limbs that are constantly shifting and reforming. These limbs can resemble human arms clutching weapons, animal limbs tipped with claws, tentacles, scythe-blades, or anything else the creature wants.

La humareda can cause its body or any part of its body to solidify and become material. It will usually do this to materialize weapons with which to strike its foes. It can materialize or dematerialize instantly, with no preparation time. Thus it can materialize a tentacle long enough to strike its opponent, then dematerialize so that its foe's counterstrike passes harmlessly through its body.

Las humaredas are totally silent, and completely odorless. The sight of these shifting columns of gas is enough to strike awe into the soul of any mortal who sees them.

Origin & Background

Las humaredas evolved naturally in the outer corona of a massive red giant star on a distant plane. For uncounted millennia las humaredas existed, blissfully unaware of the greater multiverse, merging with each other and sharing their essences in orgiastic rituals. Then, several centuries ago, Xantigo, God of Incorporeal Creatures, discovered them and took them under his wing. He recognized immediately that las humaredas would make excellent servitors for him, "living weapons" that he could dispatch throughout the multiverse to spread terror and death among his enemies. Today, las humaredas can be found throughout the multiverse, furthering the interests of Xantigo.

Sages believe there are several thousand las humaredas in existence. The majority of them can be found on their plane of origin. When they are dispatched to other planes, they usually travel in groups of 5–40.

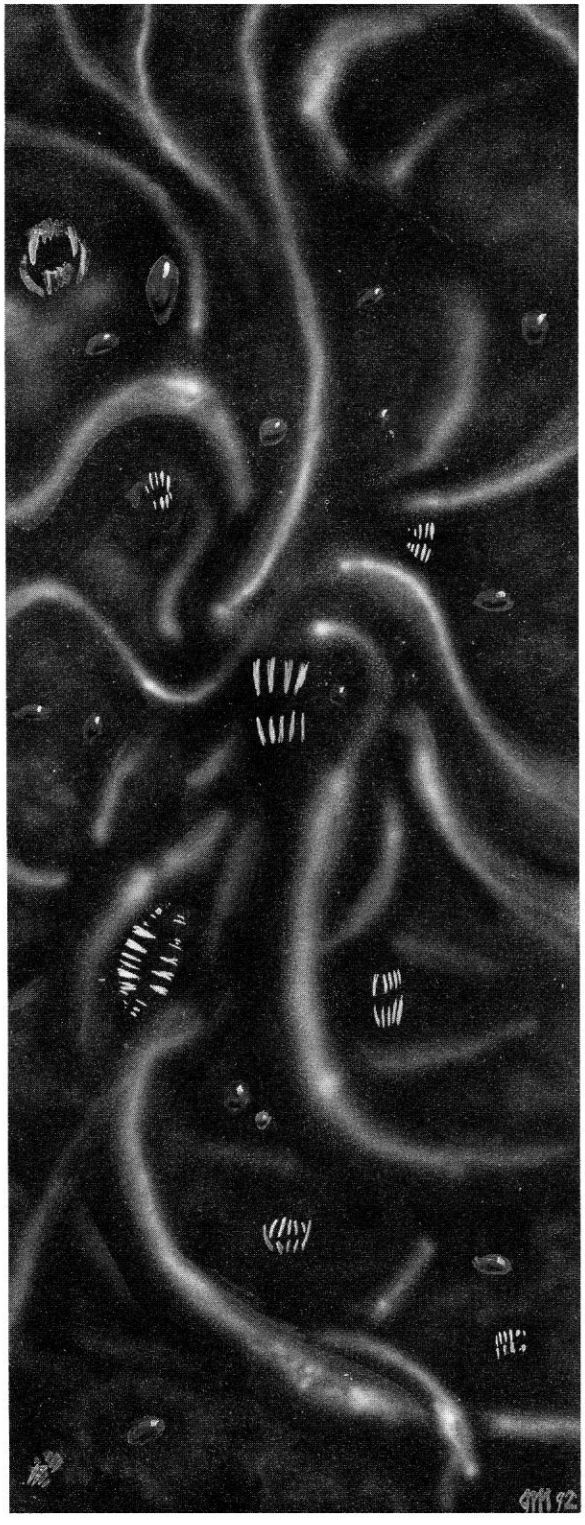
Behavior Las humaredas are totally loyal to Xantigo and subservient to his will. Nobody knows why this is or what they gain from serving the deity, but they must see some benefit in it since they seem to serve him willingly, not as a result of divine influence.

The creature's mentality is incredibly alien, as might be expected from a member of a purely gaseous race that evolved in the atmosphere of a star. Nobody can completely understand la humareda's motives, or its outlook on the world. It is possible to establish telepathic contact with la humareda, but in almost all cases the flow of alien symbols and concepts is so overpowering that it stuns the telepath, or even unseats his or her sanity; for purposes of conflict resolution, this effect has a power rating of 60. La humareda is thought to be about as intelligent and self-aware as a human being, but this is only speculation. So alien is la humareda's mentality that normal conceptions of intelligence might be totally irrelevant.

Las humaredas' senses, too, are alien, equating only vaguely to human senses. It is thought that las humaredas can sense physical objects out to a range of several hundred yards, even in total darkness, and they can sense energy fluxes at much greater distances. This sensory ability has a power rating of 65.

Las humaredas are very hedonistic, seeking out pleasure at all times. Unfortunately for sages, however, nobody quite understands what las humaredas find pleasurable, or why.

Las humaredas move by floating. Their form of movement is little understood, particularly since they seem able to totally ignore even the strongest winds. Their speed is always with respect to the ground, not with respect to the air through which they float. Even against a hurricane-force headwind, they can move at their normal rate.



Combat Las humaredas attack using solidified limbs, frequently tipped with simple weapons like swords, axes, claws, and so on. They will sometimes use a solidified limb to pick up and hurl a missile weapon. To the best of anyone's knowledge, they cannot use bows or crossbows. The sight of an amorphous cloud sprouting weapons is enough to strike fear into the heart of most mortal foes, and this is why the minions fight in this way. They are certainly strong enough to use tree trunks and such as weapons, and they will do so if they find that their appearance does not daunt their opponents.

Since las humaredas can desolidify their bodies at will, normal physical attacks pass right through them and do them no harm. Because they originated in the superheated corona of a star, heat- or fire-based attacks also do no damage. Cold-based attacks, however, do double normal damage to them.

The mind of la humareda is so alien that there is only a 15% chance that any psychic or mentalic attack will affect them.

Special Abilities

Las humaredas have two special attacks. The first allows them to surround a single foe up to 100 feet away with a cloud of highly toxic gas. This gas is so lethal that the chances of making a resistance roll are halved, and failure leads to rapid, painful death. The gas is somewhat viscous and magically cohesive. Wind, whether natural or magical, will not disperse it, and it will follow its victim around for a period of five minutes before dispersing. An exceptionally fast-moving victim might be able to escape the gas cloud, but the chances are relatively low, 1% for every yard per second of the victim's speed. La humareda can create up to three gas clouds per combat exchange, each of which replaces one of its normal melee attacks. This ability has a power rating of 62.

La humareda can also cause one of its limbs, in gaseous form, to seep through the pores of its target's skin and then materialize inside the victim's body. This causes hideous damage, rupturing the victim's skin and flesh. La humareda can attempt only one such attack per combat exchange, and it replaces two of its normal attacks. It must make a successful targeting roll with a -1 or -5% penalty, but if it succeeds the hit is automatically grievous.

"The pain was like nothing else I have ever been unlucky enough to experience. The sensation of something material taking form within the flesh of my body—it hurt even more than a sword in the guts, and that's saying something . . . "

From a conversation with Cidema Trop, High Paladin of Eresh-kigal

MAGITOR

(MAJ-ih-torr)

Power Level 6

Strength 45
Health 55
Reaction 25
Intelligence . . . 30
Destiny 55
Presence 25
Willpower 55
Size . . . . . 2 yds

Speed . . . 12 yds/s

Combat
Unarmed Combat Skill . . . . . Veteran to Legendary-2
Melee Weapon Combat Skill . Veteran to Legendary-2
Missile Weapon Combat Skill . Veteran to Legendary-2

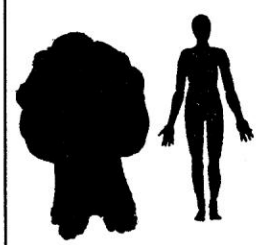
Damage Rank
Physical
Fist, 35 (4x); or by weapon type, plus strength bonus (2x)
Special Abilities . . . . . Poison Spit, 35 (1x)
Defense Strength 50

Aptitudes
Magical Aptitude . . . . . n/a
Mentalic Aptitude . . . . . n/a

Primal Cost
To Create . . . . . n/a
To Maintain . . . . . n/a

Appearance

The magitor is a short, squat humanoid creature weighing 350 pounds and ranging in height from about 5–6 feet, with disproportionately short legs but long arms. It is hairless and has thick, rough skin of a texture somewhere between heavy leather and wood. Brown in color, the magitor ranges from the shade of good, rich loam on its chest and belly to nearly black on its limbs and extremities. It has small black eyes, bright and expressionless as glass beads, set deep below overhanging brows and protected by circular ridges of what serves the creature for bone.



Magitors have a highly developed musculature that follows quite a different pattern from that of humans and most other humanoids. At rest, the differences are not noticeable; when a magitor moves, however, the muscles bulge and shift in patterns that are definitely alien. Their flesh is denser than that of normal creatures, providing them with unearthly strength and considerable armor protection. Since they evolved on a plane with a much higher gravitational constant, on the main plane they move gracefully, with a speed that totally belies their mass.

Magitors always seem to be surrounded by an aura of crushing, eternal sadness, too deep and intense for any mortal creature to endure. It is a sense of loss, the loss of something cherished that will never return.

Origin & Background

The magitor species is thought to have evolved naturally on a distant plane where the force of gravity is much stronger than it is on the more familiar planes. Perhaps as a result of this higher gravitational constant, the magitors' home plane is violently energetic. The level of magical energy there is exceptionally high—so high, in fact, that random, undirected magical "events" are commonplace. There are some sages who believe that no intelligent life could have evolved on such an inhospitable plane; they posit that the magitors actually arose somewhere else. Magitor myth and legend inseparably link the species to the plane, however.

Magitors are thought to be ancient creatures, dating back to the first emergence of magic in the multiverse and even predating most deities, although the deities quite understandably deny this. Early in their history, the magitors developed an intense fascination with magic, at least in part due to the nature of their home. They strove to penetrate the mysteries that surrounded magic,

dedicating their entire existence to learning all there was to know and eventually coming to control all aspects of magical energy. It is undeniable that magitors have an innate intellectual understanding of magic that makes the most magically adept members of other races appear completely ignorant in comparison. If a mage could only persuade a magitor to divulge a tiny portion of what it knows about magic, that mage could make great strides forward in the manipulation of arcane powers.



Legends describe the final outcome of the magitors' research into magic. The magitors discovered the very essence that was the core of magic, and realized that it was, in some ways, sentient. Magic is alive! After making this momentous discovery, magitor leaders came to communicate with the central essence of magic and negotiated an eternal relationship with the core sentience. The magitors sought complete and utter immunity to magical effects, whether direct or indirect, and if the myths are to be believed, the sentient essence of magic granted this boon to the species.

Most boons carry with them some consequence, and this was no exception. The magitors' immunity to magic means that the forces of magic cannot engage with any facet of a magitor's existence—physical or mental. While this means that magitors cannot fall victim to baneful magic, it also means the creatures cannot be affected in any way by beneficial magic. Furthermore, since magic cannot engage in any way with the magitors' mental processes, it also means that they are totally incapable of wielding magic in any way, shape, or form. It is the magitors' tragedy that the quest to control the mysterious forces of magic finally led to total, eternal separation from the subject of their fascination. The majority of the race's epic poems and songs relate to this subject.

Although the magitors have been barred from magical use and study, the other consequences of their negotiation with the essence of magic remain; they must uphold their end of the deal. In return for their magical immunity, they must protect the essence of magic from those who would put it at risk or abuse it.

Behavior

On their home plane, the magitors live in small bands rarely numbering more than a dozen individuals. Some sages believe that these bands are actually family groups. Since magitors are apparently androgynous, however, and nobody knows how or even if the creatures reproduce, there is some discussion regarding what the word "family" might mean in this context. Individual magitors occasionally leave their bands for years or decades at a time, wandering their plane and others, seeking out those who are using or abusing the powers of magic. They will do what they can to prevent anyone from abusing magic, even going so far as to destroy the person if no other course will serve. Although they will never admit it to anyone not of their kind, they also search for someone who can reconnect them to the powers of magic from which they have been sundered. Even though the magitors will never speak of this, certain sages understand what they are doing and refer to the magitors as "the Seekers" because of this.

Magitors are solemn creatures, exceptionally serious in personality and mien. They rarely speak, but when they do their words are always worth hearing.

Magitors were never particularly common on their home plane. There are thought to be on the order of 25,000 of the creatures in the entire multiverse. Most of these will be found on their home plane, although individuals are sometimes found elsewhere. When on other planes, magitors are usually found singly. Although they are independent creatures with a very definite sense of their race's particular destiny, they are occasionally found serving powerful deities. This usually happens only when the deity's interests parallel those of the magitor, however. Even when a deity's interests align perfectly with those of a magitor, alliances are rare since magitors tend to resent any who can actually use magic.

Combat

Magitors are not warlike creatures. They never fight among themselves, and would never seek out confrontations with other creatures. Instead, they simply continue with whatever course of action they

consider best, depending on their natural resilience and their immunity to magic to protect them. If forced into combat in some way, however, magitors are daunting foes. The majority of magitors have relatively limited interest in or skill with weapons, preferring to use their fists. They will often use their immense strength and mass in a grappling, overbearing, or crushing attack. Some magitors, however, have a natural skill with certain melee or missile weapons. Since the creatures have never been observed training with these weapons, the origin of this skill is a mystery.

Magitors seldom possess weapons, and it is overwhelmingly rare to find one in possession of a magical item, simply because the creature is unable to use any such things. The species as a whole possesses many magical items, but keeps them well guarded in a secure vault on the creatures' home plane in order to protect the items from harm or misuse. Since all magical items are sacred to magitors, and since they cannot use them themselves, this is the only logical course of action for them.

Special Abilities

As mentioned earlier, magitors are totally and utterly immune to all effects of magic, whether direct or indirect. Spells or other magical effects that would directly affect a magitor, either for better or worse, will automatically fail or perhaps fumble. Even indirect uses of magic cannot harm a magitor. Thus, a foe cannot cause a magical earthquake beneath the feet of a magitor, or even teleport behind the creature to attack it from the rear. Any such attempt will cause the magic to fail.

Magical items are equally incapable of harming a magitor. Those that cast magical effects simply will not function against a magitor. Innate enchantments, such as those frequently found in swords, will resist being used against a magitor and will self-destruct rather than harm the creature. For example, if a warrior swings an enchanted broadsword at a magitor, the enchantment in the broadsword will destroy itself—perhaps in a violent explosion, or perhaps by simply vanishing and leaving the sword forever nonmagical—before it strikes the magitor's flesh.

Magitors have an innate ability to sense another creature's attitude toward magic, and they take special care to see whether the other creature respects magic or takes it for granted. This outlook will strongly influence the magitor's reaction to any characters it meets.

When engaged in combat, magitors will frequently pause to drink the blood of fallen opponents; once the blood is swallowed, the magitors' bodies metabolize it into a lethal contact poison that affects only members of the same race as the opponent whose blood the magitor drank. The magitor can then spit this poison over a radius of 10 feet for every quart of blood consumed. Because the poison is a product of the magitor's body, it is also unaffected by magic and can pass through all magical defenses. If even a tiny bit of this poison touches a portion of unprotected skin or seeps through a joint in the armor of a character of the appropriate race, that character dies instantly. Characters of other races are not affected at all by the poison. For purposes of resolving a conflict, this ability has a power rating of 80, though it is a natural and not a magical ability.

Due to the violent atmosphere of their home plane, magitors are naturally resistant to the elements. All attacks based on elemental forces, temperature, acids or alkalis, poison, fire, electricity, and so on do only one-tenth their normal damage.

The greatest boon, the greatest curse.
Divorced forever from the object of their desire:
Woe to the Seekers, woe.
Woe to the Seekers, woe.
Sundered from hope, cold and empty,
Alone and unfulfilled for eternity:
Woe to the Seekers, woe.
Woe to the Seekers, woe.

Song of the Seekers,
Stanza CCXCVII

MASKIM

(mass-KEEM)

Power Level 9

Strength 60
Health 65
Reaction 55
Intelligence . . . 55
Destiny 60
Presence 55
Willpower 70
Size . . . . . 6 yds

Speed
16 yds/s / Unlimited

Combat
Unarmed Combat Skill Legendary-7
Melee Weapon Combat Skill . . . . . Master
Missile Weapon Combat Skill . . . . . Professional

Damage Rank
Physical
Fist—40 (2x each) or by weapon type (2x) (plus strength bonus)
Special Abilities . . . . . n/a
Defense Strength 50

Aptitudes
Magical Aptitude Legendary-7
Mentalic Aptitude Legendary-6

Primal Cost
To Create . . . . . n/a
To Maintain . . . . . n/a

Appearance

When in their physical forms, the maskim appear as perfectly-formed humanoids, standing 18 feet tall and massing well over 1,000 pounds. They are massively muscled, with chests more than 80 inches in circumference. They move with a deadly grace, which bespeaks immense power kept under tight control. A maskim's skin is a dark, mottled green, and so smooth as to be almost totally frictionless. Its eyes sparkle with a bright golden light. Straight spiral horns—like the horn of a narwhal—extend three feet from its head. Maskim are totally devoid of hair, and have no overt genitalia. If the race is differentiated into sexes, the differences are detectable only to other maskim. Their features are finely chiseled and inhumanly beautiful. This beauty makes the maskim's normal expression seem even more obscene—it is a maniacal, patently insane grin.

In their insubstantial form, maskim can be detected only by divine or primally enhanced vision, and then only as dim humanoid outlines.



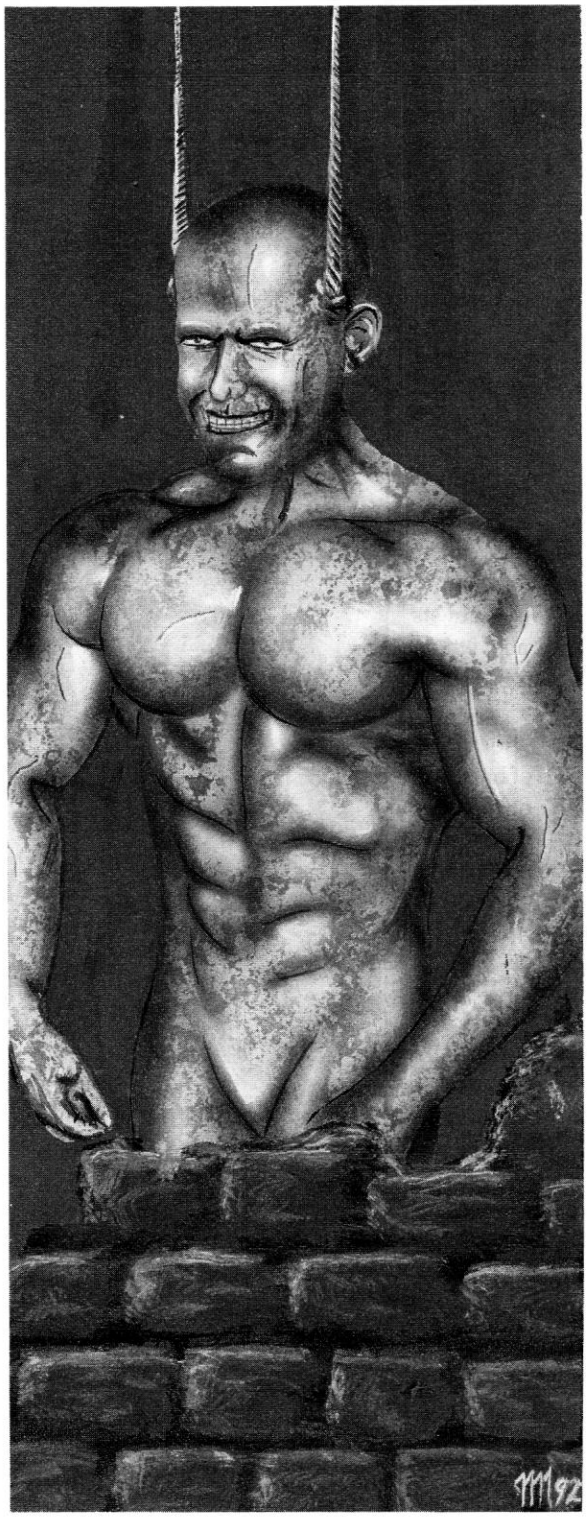
Origin & Background

No record of the creation of the maskim can be found, even among the deities. Neither can records be found describing their natural evolution or spontaneous generation, or discussing a time when there were no maskim in the multiverse. It is as if the maskim had always existed.

This has given rise to various interesting rumors and speculations. One is that the maskim were spawned or perhaps created before the beginning of time, before the space-time continuum was shaped into its present form. Another is that the maskim are the physical embodiment of "evil"—the antithesis of life and benevolence—and hence came into existence the first instant that philosophy appeared in the multiverse. Whatever the truth may be, the maskim do exist as an independent race, not allied with any deity or faction, and serving no one and nothing but their own malicious interests.

The entire purpose of their existence is to spread terror, death, and destruction—in other words, to disseminate woe and corruption throughout the multiverse. This purpose is of their own choosing, but considering their racial personality they could choose no other.

Fortunately for the multiverse, there are only seven of these reavers in existence.



BEHAVIOR Maskim revel in destruction and death, and in everything that mortals would call "evil." They deal only in woe on a grand scale, however, considering petty nastiness unworthy of their efforts and better left to lesser races. They particularly enjoy causing large-scale disasters such as famines and plagues, gleefully interfering in any attempts to mitigate the catastrophes they have created. It is said that they feed on the terror and pain they create, although no one knows quite how this might work.

They care for nothing and no one but themselves. They are constrained by no moral codes; in essence, they are the physical embodiment of contempt, hatred, and raw anger. They attempt to dominate or destroy every living thing they encounter, considering nothing their equal, and definitely nothing their superior. They occasionally make alliances with other powerful races, but they never keep them, always choosing the most opportune time to doublecross their erstwhile confederates.

It is exceptionally rare to encounter more than one maskim at a time. Maskim can be encountered on any plane of existence, but are usually found where they can cause the most destruction, and always turn up at the worst possible time. They will usually locate baneful races or groups on the plane in which they are interested, then terrorize these "proxies" into working for them. They care nothing for their proxies other than as tools, and will send an entire race to destruction if it suits their purposes, which it nearly always does.

At will, a maskim can convert from its normal physical form into an insubstantial and undetectable form. Changing from physical to insubstantial form takes no time at all. To transform the other way, a maskim must remain inactive for three hours; at the end of this period, it assumes physical form once more. This "reconstitution time" is the only limitation on the frequency with which maskim can change forms.

Individual maskim almost never use weapons or other pieces of equipment, disdaining such petty baubles. If a maskim is carrying an item, it is guaranteed that it is immensely powerful and destructive. Maskim communicate among themselves and with others using an innate form of telepathy. Three times per day, a maskim can move at virtually unlimited speed without range limit, on a single plane or between planes. Only primal barriers can block this movement. In insubstantial form, they can move at unlimited speed, without limit, but cannot cross planar barriers without resuming physical form.

COMBAT Maskim strike with their two fists, inflicting immense crushing damage. They can use weapons, but rarely deign to do so. They never wear armor. They can attack physically only when in physical form; they can use their mentalic and magical abilities in either form, however. A maskim is totally unaffected by nonmagical attack forms; nonmagical weapons simply bounce off them. Only artifact-caliber magical items can inflict full dam-

age on a maskim; all others inflict only one-quarter of their normal damage. A maskim's almost-frictionless skin gives it even more protection against enchanted weapons. Piercing weapons inflict normal damage, but bludgeoning weapons inflict only one-quarter damage and cutting weapons inflict only half damage. Note that these damage reductions are cumulative with the quarter-damage penalty for non-artifacts. Thus a non-artifact magical axe will inflict one-eighth (one quarter times one half) its normal damage. An artifact-caliber axe would still inflict only half damage.

In insubstantial form, they cannot be struck by physical objects, even enchanted ones.

In either form, maskim are immune to all attacks that target the mind or the soul, and to those based on negative energy.

Special Abilities

Maskim can release the energies contained within magical items that act as power sources—most rings and wands, items that store spells, and so on. The energy is released in an explosion that totally destroys the item, and inflicts hideous damage on anyone and anything nearby. The amount and range of damage are left up to the individual GM, but should be proportional to the power of the item; for artifacts, use the rule for the explosion of faulty artifacts on p. 79 of *The Primal Order.* This ability has a power rating of 75. The ability has a range of 100 feet, and requires the maskim to do nothing else for one combat exchange and to be in physical form.

Many deities have attempted to imprison maskim, but even the most powerful bindings seem unable to hold them for long. Given sufficient time, ranging from seconds to decades, depending on the power of the bindings, maskim can escape from any imprisonment.

A maskim can possess the mind and body of any creature, even a minion, turning it into a puppet slave totally under the maskim's control. This ability has a maximum range of 100 feet and, once established, can only be broken by the destruction of the maskim. The ability has a power rating of 70, but primally based defenses can protect the target. A maskim can use this ability ten times per day.

Woe to those who encounter the Consumers of Souls [Maskim], and woe to the universe that it should have to suffer such a scourge. There are many tales of the Consumers of Souls. It is said that they are the children of the underworld—yet even the denizens of the dark planes fear them.

It is also said that they are masters of ancient lore and hidden knowledge, and guard the location of the Tablets of Destiny, on which are graven the secrets of creation.

The first legend, I will believe. The second? No—were the Consumers to have the secrets of the power of creation in their hands, would they not use them to turn our universe into something that better fits their own twisted precepts? I think so.

Garth Martigan, Sage of Xeonath, Reflections on Reality

PANDIRWA

(pan-DEER-wah)

Power Level	8
Strength	20
Health	30
Reaction	40
Intelligence	30
Destiny	45
Presence	25
Willpower	55
Size	5.33 yds
Speed	n/a

Combat

Unarmed Combat Skill	n/a
Melee Weapon Combat Skill	n/a
Missile Weapon Combat Skill	n/a

Damage Rank

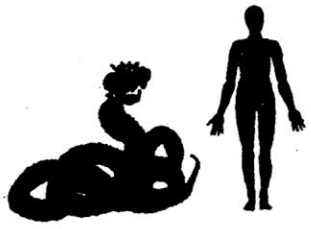
Physical	n/a
Special Abilities	n/a
Defense Strength	30

Aptitudes

Magical Aptitude	Legendary-7
Mentalic Aptitude	n/a

Primal Cost

To Create	1,500 base
To Maintain	50 flux



Appearance

A pandirwa resembles a 16-foot-long snake with the head of a giant fly. The head has two octagonal, faceted eyes more than a foot in diameter. The pandirwa's body is about a foot in diameter, while the head has a diameter of almost three feet.

The creature's head is covered with short, black hairs, almost stiff enough to be spines, while its body is covered with overlapping amber scales. Pandirwas—when they are seen at all—are semi-transparent, appearing incorporeal. In fact, the truth of the matter is even more interesting, as discussed below.

Pandirwas are completely silent and odorless. They can be touched only if they will it, and then they feel insubstantial. Even when a pandirwa is in its most "material" form, a strong man could push his arm right through its body, with no harm to the pandirwa, of course.

Origin & Background

Pandirwas were created by Ravasti, Guardian of Society, a greater deity whose sphere of influence is community and social interactions. Their sole purpose—one to which they are perfectly suited—is to collect information about the various races and civilizations in the multiverse. They wander the multiverse, observing and studying as many events, places, and planes of existence as they can, storing all their perceptions in their perfect memory. Then they periodically return to Ravasti's plane to transfer the data to the Guardian of Society. They are the ultimate spies, reporters, scouts, and explorers.

There are only ten pandirwas in existence.

Behavior

The key personality attribute of a pandirwa is curiosity. They want to learn about every society in existence—the rapacious as well as the peaceful, the divine as well as the mortal—even if their investigations lead them into personal danger. Sometimes they are a little too curious for their own good, striving to outdo each other by coming up with the biggest "scoop" for their master. This is understandable, since Ravasti rewards the pandirwas based on the amount of useful information they collect. The "hottest scoop of the day" is rewarded with an extra dose of primal energy on the next day, a treat enjoyed by a pandirwa. When pandirwas are between assignments, all members of Ravasti's orders treat them with the respect and honor usually reserved for demigods. The creatures can summon or command any of Ravasti's lesser minions with a level of authority equal to that of a demigod.

Pandirwas often find themselves in harm's way. For example, cataclysmic events like clashes between deities are potentially very interesting, but also potentially deadly to the pandirwa dispatched to "cover" them. Pandirwas have no true sense of self-preservation, and no fear of destruction. What they do fear, however, is loss of the data they may be carrying. They also recognize with a complete lack of ego that they are valuable to Ravasti, and not to be expended lightly.

Pandirwas exist insubstantially most of the time, though they can materialize if they need to. This insubstantiality allows them to observe normal reality, and to be seen only when they wish to be. This means that, if it is doing its job, a pandirwa will never be encountered even when it is present!

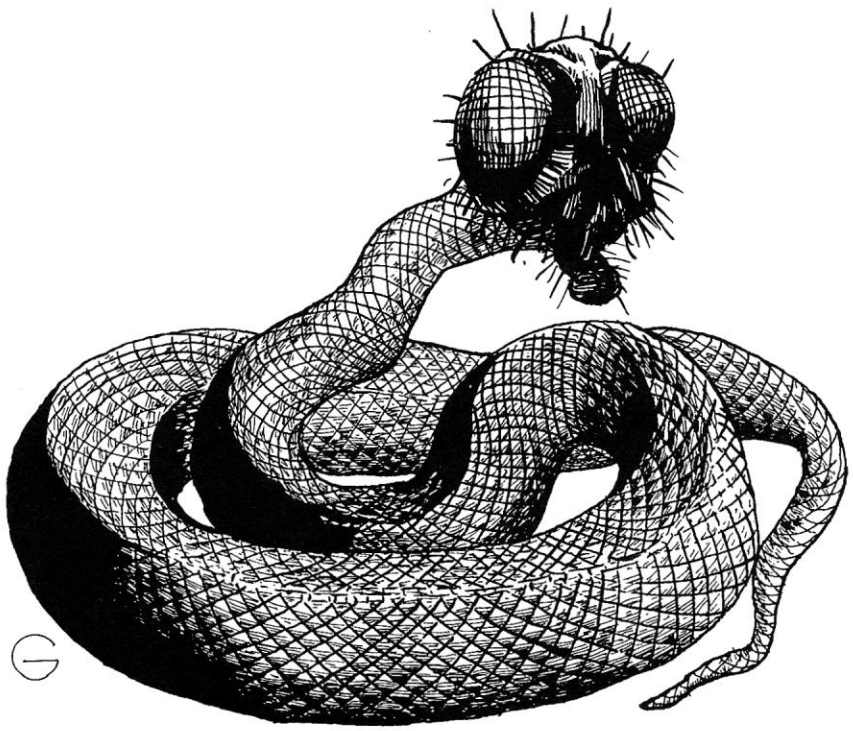
A pandirwa travels in nonstandard dimensions. This allows it to travel instantaneously within a single plane, and dimension shift between planes at will and without error.

Combat

Like the best spies, pandirwas consider discretion the better part of valor. The creatures can dodge any physical attack by "side-stepping" multidimensionally. They are also immune to all non-primal energy attacks; primally laced attacks affect them normally. So do attacks by artifacts that have a power rating of 80 or more and that deal multidimensional attacks. They are susceptible to mental attacks, although their own considerable mentalic abilities mean they rarely have to worry about this.

Special Abilities

Pandirwas remember everything about any event, place, plane, and person. that they perceive. They are perfect data collectors, never "tainting" data with their own opinions, prejudices, and so on. They can convey their memories to Ravasti with such detail and fidelity that the experience is the same as perceiving the



events first-hand, though they usually summarize the salient points to save time.

A pandirwa can drain the memory from a victim, examine it, and then replace it—untouched or modified, at the creature's discretion. Pandirwas consider this an excellent technique for learning about events they did not witness, or to plumb the personalities of significant people. This ability lets them edit portions out of a target's memory record, modify remembered events, add new memories that are indistinguishable from the real thing, or any similar manipulation. Manipulating the memory record of one subject takes only one combat exchange, and they can use the ability once per day.

This is a primally powered ability, costing Ravasti 10 flux per use. It has a power rating of 94. There is no resistance roll, and immunity to mentalics does not apply. The only defense against the effect is a primal shield protecting the subject or its mind.

"Did you know, there are some old folk tales about pandirwas? Wrong, of course, like so many such stories.

"You can capture a pandirwa, the stories say. If you do so, it will grant you the knowledge of an ancient warrior or wizard. All the knowledge, in such a way that you can use all of that person's abilities. You know what I mean: toss spells like a legendary wizard, wield a sword like a mythical hero.

"Rot! If you ever manage to capture a pandirwa—and I don't know how you'd do it—you're just not going to remember it. And, if the pandirwa is feeling even vaguely militant, you won't remember anything else. Ever again."

From a conversation with Barclay the Wise

PINOSCA

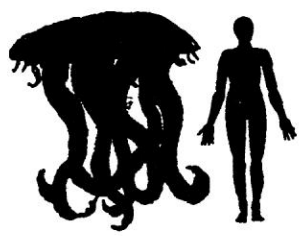
(pin-OSS-kah)

Power Level 7
Strength 20
Health 25
Reaction 20
Intelligence . . . 30
Destiny 35
Presence 35
Willpower 50
Size . . . . . 2 yds
Speed . . . 12 yds/s

Combat
Unarmed combat skill: n/a. Melee weapon combat skill: n/a. Missile weapon combat skill: n/a.
Damage Rank
Physical
Limb—20 (1x) or by weapon type (1x) (plus strength bonus)
Special Abilities . . . . . n/a
Defense Strength 45
Aptitudes
Magical Aptitude Legendary-5
Mentalic Aptitude Legendary-5
Primal Cost
To Create . . . . . As avatars (see *The Primal Order*)
To Maintain . . . . . none

Appearance

A pinosca resembles a giant land-dwelling jellyfish that stands upright upon its 12 tentacles. It stands about six feet tall. Its tentacles are about five feet long; its body is roughly cylindrical, about six feet in diameter and roughly one foot thick.



Its surface is dry, with a texture and resilience like firm rubber. Its color is translucent off-white, with thin pink and blue veins visible beneath the surface. It has no odor, and moves silently. It communicates mentally or magically, and has no sound-producing organs.

Any sentient creature within 100 feet of a pinosca feels an inexplicable "mental tingle." While not unpleasant, this tingle makes it impossible to mistake a pinosca for anything but a powerful minion.

Origin & Background

The 20 pinoscae are actually "pseudo-avatars" of a demigod of mentalic magic named Yisra. Some 80 years ago, Yisra was engaged in some engrossing research into overlapping multidimensional planar gates. He created—or discovered—an artifact that allowed him to create multiple levels of consciousness similar to those possessed by avatars.

Unbeknownst to Yisra, he had earned the undying antipathy of a primal-based demon named Thretch. As the demigod was happily creating bodies in which to house his new levels of consciousness, and trying to decide on a suitable form for them to take, Thretch attacked. In the shock of her assault, Yisra's magic went horribly awry. Instead of the transcendentally handsome human figures Yisra had envisioned, the bodies created by his magic resembled human-sized jellyfish.

He did not have time to be surprised or disappointed by this result, however. Thretch's overwhelming attack slew his original body and blasted his primal base to cosmic dust. And so ended the saga of Yisra.

Or so it *should* have ended. Even as his divine life force was torn asunder, the magical spell he had initiated continued to completion, transferring his 20 new levels of consciousness into the jellyfishlike vessels created to house them. These vessels, now known as the pinoscae, survived as avatars of the now-defunct Yisra. Of course, this simply should not have happened, according to all known laws of multidimensional physics. That it did implies that there is more in heaven and earth than is dreamt of in *any* philosophy.

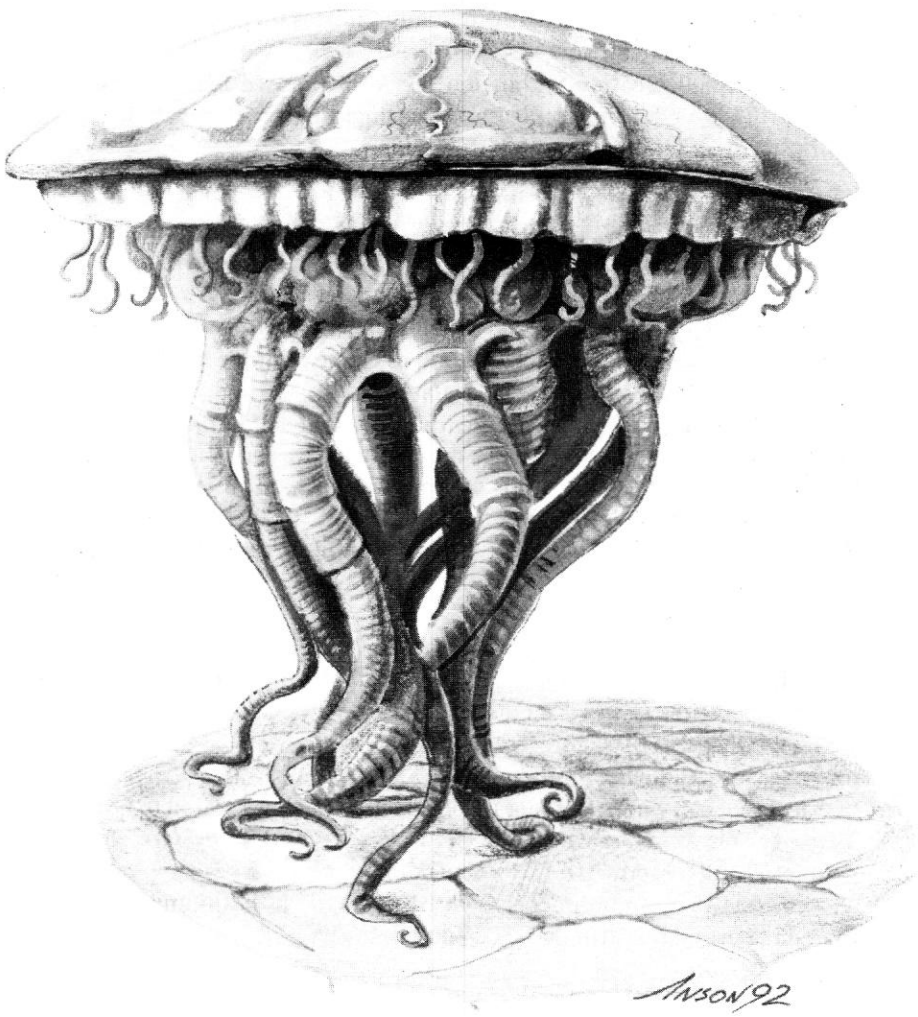
Understandably peeved, the 20 pinoscae paid a visit to Thretch on her home plane and destroyed her, but only after making sure that she had no would-be avatars in the works.

Behavior

Each pinosca has all the memories and personality of the late, lamented Yisra. At the moment of their creation, they shared the same beliefs, emotions, opinions, outlooks, and so on. Since that time, however, they have diverged slightly due to their different sets of experience. Even though each of the 20 pinoscae is, in a way, the same person, they do not make up a group mind as do Keepers of Law (p. 66). They can and do communicate mentally and magically whenever the mood strikes, but they consider themselves independent creatures. There are hints that, subconsciously, each pinosca views itself as the "true" Yisra and all others copies, but the creatures rarely let this influence their actions.

One thing unifies the 20 pinoscae, and that is a hatred of demons that makes all other hatreds resemble vague distaste in comparison. The pinoscae have dedicated their entire existence to hunting down and destroying demons wherever they can find them, on any plane. Their special ire is reserved for primally based demons similar to Thretch.

The pinoscae are closely allied with a number of deities, mainly those of magic or mental energy. A pinosca will frequently perform a task for a deity in return for information about the whereabouts of a powerful demon. The creature will then hunt down and destroy that demon.



The pinoscae can walk or crawl relatively slowly. If speed is of the essence, they fly magically, or teleport, planeshift, or dimensional shift, all of which they can do at will and without error.

Combat

As avatars, or pseudo-avatars, of a demigod of mentalic magic, the pinoscae prefer to use their magical and mentalic abilities for attack and defense. Before his destruction, Yisra considered his mind his greatest weapon, and scorned such "barbaric" tools as swords and spears, which he never learned to use.. His avatars, the pinoscae, share this ignorance. The pinoscae will go a long way to avoid melee combat. Certain pinoscae have been known to use artifact-class enchanted weapons, but this is very rare.

The creatures prefer to bring to bear their incredible arsenal of magical abilities, described below. As lovers of magic, the pinoscae have collected an armory of magical items—mainly wands, staves, rods, amulets, and orbs—which they use to supplement their own abilities. Note that each pinosca has its own arsenal, and is usually quite leery about "loaning out" items even to its fellows.

Special Abilities

The pinosca are spellcasters of legendary-5 ranking. It is common for them to be adept at three or four different styles or fields of magic. In addition, the pinosca are also at legendary-5 ranking in all forms of mentalics. They are able to perform the unique function of powering either ability with a common reservoir of energy. This means that they can use magical energy to power mentalic abilities, and vice versa if they are pressed. This ability has a power rating of 77.

How does it feel, demon? How does it feel to have an implacable foe on your trail, as you dogged the footsteps of how many mortals?

How bitter is the taste of your fear, how sharp is its bite in your belly?

Yes, demon, the Slayers are after you. And they will catch you.

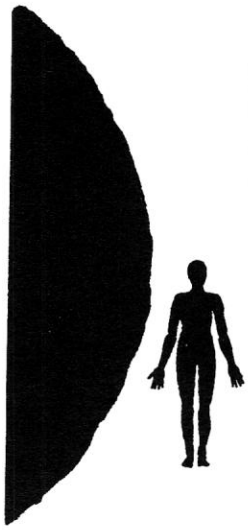
And when they do, nothing will stand between you and oblivion . . .

The Lay of Metta; *Author Unknown*

PLANAR PARASITE

Power Level	8
Strength	n/a
Health	n/a
Reaction	20
Intelligence	5
Destiny	10
Presence	10
Willpower	15
Size	100 yds
Speed	Speed of light, attainable only in vacuum of space Otherwise—167 yds/s.

Combat	
Unarmed Combat Skill	n/a
Melee Weapon Combat Skill	n/a
Missile Weapon Combat Skill	n/a
Damage Rank	
Physical	n/a
Special Abilities	n/a
Defense Strength	n/a
Aptitudes	
Magical Aptitude	n/a
Mentalic Aptitude	n/a
Primal Cost	
To Create	1,000 base
To Maintain	n/a



APPEARANCE

Composed entirely of planar energy, planar parasites are completely invisible to all normal forms of vision, including infravision and ultravision, if they exist in the game world. They can only be detected by the slight gravitational and magnetic disturbances they cause in their vicinity. Planar parasites are without mass. They are disk-shaped, approximately 300 feet across and 10 feet thick.

Creatures that can detect magnetic fields can sense the presence of a planar parasite at a range of 100 yards, although they might not realize exactly what it is they are sensing. Creatures closely attuned to gravity can sense a planar parasite as a gravitational anomaly at a range of several hundred yards. Other creatures must come within 10 yards of a planar parasite before they can sense the minuscule variations in gravity caused by the creature.

ORIGIN & BACKGROUND

Nobody knows exactly who created the first planar parasite, or when. Sages propose many theories, the most popular being that a malevolent deity, long since destroyed, created the planar parasites and loosed them on the multiverse. Certain sages speculate that the planar parasites were created as a kind of ultimate weapon, a weapon eventually capable of destroying the multiverse, and hence never to be used. The fact that the planar parasites are free in the multiverse implies that their creator either accidentally released them, or was destroyed and lost control of them. This is all speculation, of course, and there seems to be little chance of learning the truth of the matter.

BEHAVIOR

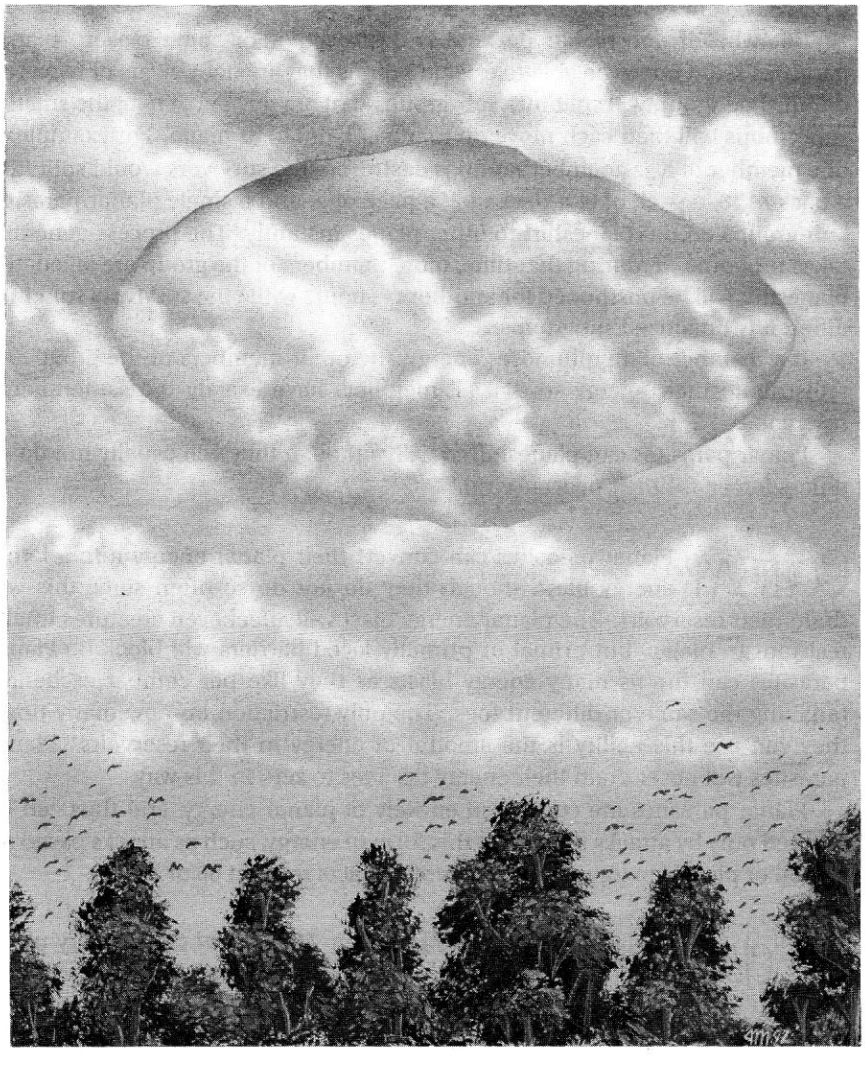
As their name implies, planar parasites have a single goal: to survive by draining energy from planes of existence. They are completely mindless, driven by instincts of self-preservation and hunger. If attacked, they will defend themselves with all the powers at their disposal, but they will never initiate hostilities unless directly threatened. If they are left alone, they will be content to drain the planar energy from the plane they have parasitized.

Planar parasites must attach themselves to a plane before they can drain energy from it. This means that the parasites must spend 12 days on the plane, investigating its energy flow with their arcane senses. At the end of this 12 days,

they set up an extradimensional channel between themselves and the plane, through which they siphon planar energy. A parasite must remain stationary to maintain this channel. If the parasite is forced to move, the channel is broken and the creature cannot drain energy from the plane until the channel is re-established. A primal barrier around a planar parasite will prevent it from establishing an energy channel, and will break one already established. If repeatedly attacked or hurt, planar parasites will leave the plane in search of easier prey.

Evolutionarily speaking, planar parasites are actually unsuccessful as parasites, since they lead to the destruction of their hosts. When planar parasites drain a plane of all its energy, the plane is destroyed, and the planar parasites infesting it are destroyed along with it. Though the creatures are not intelligent enough to understand that they will be destroyed with the plane, they do have some instinct that prevents all of them from being exterminated. Once they have drained approximately half of a plane's energy, half of the planar parasites on a given plane will leave to seek out fresher feeding grounds.

A planar parasite normally is composed of an amount of planar energy



equivalent in power to 200 points of primal flux. It costs a planar parasite an amount of planar energy equivalent to 10 points of primal flux per day to sustain its existence at this level. A single planar parasite, over a period of approximately half a day, can draw an amount of planar energy equivalent to 11 points of primal flux from a plane to which it is attached; it is not able to draw more even if it attempts to do so for the other half of the day. If at any point a planar parasite's energy reserve is drained to zero, such as if a normal 200-point parasite is forced to go for 20 days without attaching to a plane, the creature starves to death. If at any point a planar parasite increases its energy reserve to the equivalent of 400 points of flux, it splits into two offspring, each with 200 points of energy. This means that, left alone, the number of planar parasites on a given plane will double every 200 days.

For some reason that has eluded sages for centuries, planar parasites only operate in groups of equivalently powered individuals. Only one pack will infest a single plane, and the number of individuals in that pack will always equal a power of two (*i.e.*, 1, 2, 4, 8, 16, 32, 64, 128, etc.). At first glance, this makes some sense. After all, a plane will usually be parasitized by one planar parasite which, as described above, will split into two once it has absorbed enough planar energy. Each of these two creatures will eventually split into two; each of those will split into two, and so on. Since each generation will double the number of the previous generation, it makes sense that the number of planar parasite on a plane will always be a power of two.

But what if one planar parasite is destroyed? For some reason, planar parasites seem not to be able to exist in groups that are not powers of two. The diminished group will split into sub-groups that are powers of two; the smaller sub-groups will then each move on to infect a different plane. For example, if one member of a 32-member group is destroyed, the survivors would split into a pack of 16, a pack of 8, a pack of 4, a pack of 2, and a single planar parasite. Sub-groups do not planeshift to other planes instantly. The process generally takes 1–4 hours. If, during that time, more members of the group are killed, the planeshift will be postponed for another 1–4 hours while the survivors split into differently organized subgroups.

If a member of a group loses energy, the other members of the group will redistribute their energy so that all members have exactly the same energy reservoirs.

Planar parasites can planeshift at will, although they will usually not do so unless forced for their own survival.

Combat

Planar parasites can convert their planar energy into a lethal energy blast, though they do not do so often since this will drain their reservoirs. The planar energy blast will affect even creatures totally resistant to magic, but primal or primally laced barriers will block it. Planar parasites can fire as many energy blasts as they like per combat exchange, targeting the same or different foes. The only restriction on how many times they can use this ability is the amount of energy in their reservoirs. Planar parasites will never drain their energy reserves to zero in this way.

Planar parasites are composed entirely of planar energy, and thus can be harmed only by attacks that affect this form of energy, such as attacks based on primal or planar energy or the effects of artifacts rated at 66 or higher.

Special Abilities

As explained in *The Primal Order,* every plane generates a certain amount of excess planar energy that can be used to power planar constants or provide a controlling deity with flux. Planar parasites infesting a plane first drain the energy that would

go to flux, incidentally diminishing the capabilities of any deity dependent on the infected plane, and then drain the energy that would go to power planar constants. The amount of planar energy that actually makes up the physical structure of a plane is actually ten times this amount, however. See *The Primal Order*, pp. 55 and 142, for information that will help you figure out the amount of planar energy a given plane has.

Once the energy that produces flux and the energy powering planar constants is gone, the parasites begin draining the plane's base energy and the physical structure of the plane begins to deteriorate. As a guideline for the effects of this deterioration, refer to the following chart.

Planar Parasite Energy Drain

Percent Drained	Effect
10%	Tidal waves and gravitational shifts
25%	Volcanic eruptions and earthquakes
40%	Continental breakups
55%	Planar rifts (spontaneous "gates" to other planes)
70%	Shifts in planetary orbits
85%	Atmospheric breakdown; planetary atmospheres outgas into space
100%	Plane explodes or implodes

"You want to know something real scary? If you look at the big picture, you just shouldn't attack a group of planar parasites unless you know you can kill them all. If you don't think you're up to the job, just leave them alone. Sure, they'll eventually destroy the plane they're on, but when they do they destroy themselves as well.

"And what happens if you knock off one of a group of eight? They break into sub-groups: a group of four, a group of two, and a single planar parasite. The group of four stays put. The other two sub-groups go off and infect two other planes. Your 'good deed' might have just doomed two other planes to eventual destruction.

"Kind of makes you want to think before you act, doesn't it?"

From a conversation with the legendary warrior-magician T'tabal Beastslayer

PRIMORDIAL DRAGONS

General Origin & Background

As they have with many of the more powerful independent creatures in the multiverse, sages have spent much time debating the origin of the primordial dragons. The most widely accepted origin myth claims that the mother of the primordial dragons was the fearsome half-woman, half-serpent Echidna, an ancient malevolent being who was the granddaughter of the Greek Titan Oceanus. Echidna had previously given birth to such creatures as the Lernæan Hydra, the Nemean lion, and the Sphinx of Thebes, and was greatly sorrowed to see each of her children killed at the hands of Greek heroes who worshipped her enemy, Zeus. As an act of revenge, she created a new set of more powerful children that came to be known as primordial dragons, and sent them to destroy Herakles, Zeus's son and greatest of the heroes who had slain her firstborn.

By this time, Herakles was no longer mortal, but a demigod in his father's service, with the support of most of the Olympian pantheon behind him. In the epic battle that follwed, nearly all of the primordial dragons were killed, and Herakles himself slew Echidna when she came forth to defend her children.

With their progenitor eliminated, the few primordial dragons who survived the battle were now free to follow their own destinies. Many became the parents of various draconic races. Over time, the surviving primordial dragons established individual spheres of influence and became demigods in their own rights.

It is important to note that some sages claim that Echidna, though defeated, was not permanently destroyed. When Herakles defeated Echidna, these sages claim, her consort Typhon intervened and held her home plane for her. This allowed her a safe haven to which she could retreat and spend a century regenerating her power.

All of the following primordial dragons are, of course, unique creatures. Along with the normal divine aura the dragons have as demigods, their sizes and high presence abilities make them appear almost unbelievably powerful, striking fear into the hearts of mortal foes—and even some immortal ones. Any being short of divine status who sees a primordial dragon must make a destiny roll or be incapacitated with fear. Magic can counteract this effect, but should operate with some penalty determined by the GM. Anyone who sees a primordial dragon will understand, immediately and intuitively, that it is something very different from the run-of-the-mill dragons hunted by adventurers, something immeasurably more powerful.

DEMACHE

Primordial Dragon of Chaos
(DEH-mah-kee)

Power Level 8
Strength 50
Health 70
Reaction 25
Intelligence . . . 25
Destiny 30
Presence 60
Willpower 30
Size . . . . . 28 yds

Speed
Walk 6 yds/s; Fly 32 yds/s

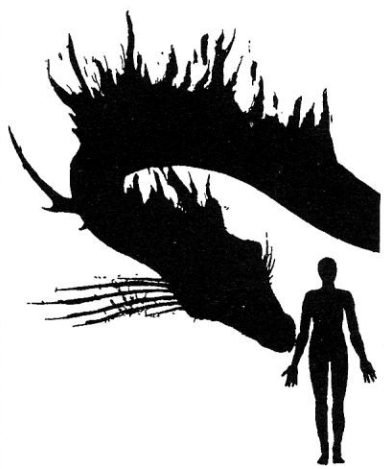
Combat
Unarmed Combat Skill . . . . . Master
Melee Weapon Combat Skill . . . . . Master†
Missile Weapon Combat Skill . . . . . Professional†
Damage Rank
Physical . . Claw, 35 (2x each); Bite, 30 (2x); Tail, 30 (1x)
Special Abilities . Breath of Disintegration, special (2x)
Defense Strength 35
Aptitudes
Magical Aptitude Legendary-2
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . n/a
To Maintain . . . . . n/a
†When shapechanged.

Appearance

Demache is a white dragon of unearthly beauty, elegant in line and graceful in movement. She has no scales; instead, she has soft and supple skin with the texture of finest velvet. Inset into this skin are thousands of precious gems that Demache has collected over the millennia. She has blood-red eyes and a wild mane that appears to consist of brilliant green flames. Her teeth more resemble swords of silvery metal than they do normal draconic fangs. She is usually surrounded by an aura or nimbus of crackling, coruscating energy.

Demache's voice is well modulated, and its tenor matches her shifting moods, sounding like melodious music or the screaming of enraged demons. Both her body and her lair always smell of the most exotic perfumes and incenses.

As befits her nature as a primordial dragon, Demache is a large creature; her body is 200 feet long, plus an additional 95 feet of tail, and she is 45 feet wide across her shoulders. When she sits on her haunches, her shoulders are approximately 85 feet off the ground.



Origin & Background

Of all the primordial dragons, Demache was the one most loyal to Echidna after her defeat by Herakles. While most of the other primordial dragons saw their mother's fall as the time to claim their own freedom, Demache remained on Echidna's home plane, helping to defend it from aggressors while Echidna reformed. In gratitude for this loyalty, Echidna bestowed upon Demache the gift of primal of her own. Since that time, Demache has acquired even greater power. Demache still supports her mother when Echidna is in dire need.

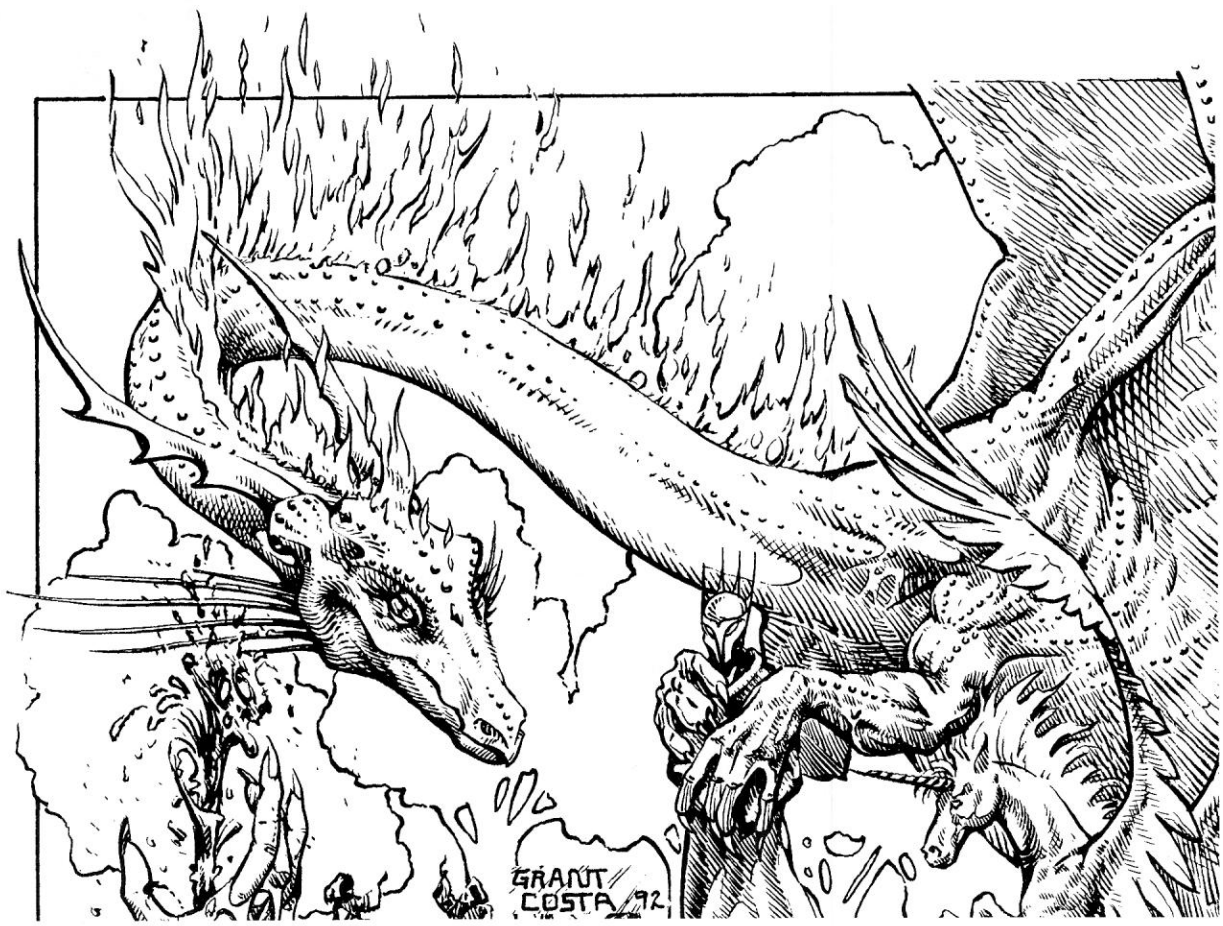
While Demache was the most loyal of the primordial dragons, loyalty is, of course, a relative thing. Demache supported Echidna primarily because she thought this course would bring her more benefit in the long run. Since she is now a lesser deity, the facts would seem to imply she was right. She continues to support Echidna partly because it is better to have a greater deity's gratitude than her enmity, and partly because the one place she likes consistency is in her relationships. If Echidna were to enrage her, or if she thought it would be a good career move, Demache would undoubtedly betray her mother, though she would regret the need to do so.

Demache resides on one of the planes controlled by Echidna, and her lair is a staggeringly beautiful place, rivaling Aphrodite's home in loveliness. Demache finds it relaxing and rejuvenating to be surrounded by beauty, and so has filled her lair with paintings, tapestries, sculptures, wildly flowering plants, purebred animals, and servants chosen for their striking comeliness. No surface has been left undecorated, and the overall effect is one of unrestrained baroque splendor. When not in her lair, Demache can most often be found on planes where disorder and anarchy dominate.

BEHAVIOR Demache's personality, and her sphere of influence, reflect chaos in the sense of personal anarchy and individualism, not in the sense of entropy. Thus she does not go around actively hunting down and destroying champions or artifacts of order in the universe; that would take too much advance planning. If a champion or artifact should directly oppose her or get in her way, on the other hand, she will be as implacable as a force of nature in removing whatever the impediment may be. Her will is paramount, and anyone or anything incapable of stopping her deserves everything that happens.

Demache is a creature of rapid mood swings and sudden enthusiasms bordering on the fanatical. When a cause or a desire strikes her, she will throw all her considerable resources behind it—for a while. Then, even if she has almost reached her goal, she will lose interest and move on to something else.

Demache is also very temperamental and highly capricious when it comes to responding to individuals daring enough to speak to her. She can be a pleasant conversationalist or a raging harpy, a loyal supporter or a backstabbing traitor, a generous friend or a greedy hoarder. There is no way of predicting her response to any individual. Surprisingly, she tends to be quite consistent in maintaining her relationships, however. If she supports an individual once, she will continue



to do so until strongly compelled otherwise; if she spurns someone, her scorn will be eternal.

Due to her origin, she dislikes Herakles, Zeus, and the other deities of the Olympian pantheon, though she usually takes no direct action against them. She feels close kinship with another primordial dragon, Panethne (p. 101), and supports her generously.

She has several hoards scattered around her lair and the planes of disorder. Nobody knows exactly what they contain, although it seems likely she possesses many magical weapons and other items, plus several artifacts.

In addition to walking and flying, Demache can planeshift, dimension shift, and use whatever magical means of transportation are available in the game world.

Combat

When engaged in physical combat, Demache attacks with each of her two foreclaws, with her jaws, and with her tail. Because of her size, each claw attack affects everything in an area with a 15 foot radius; a bite affects everything in an area with a radius of 10 feet. Her tail sweep affects everything within an area similar to that of her breath: 90 feet from the base of the tail, with a range of 60°.

Special Abilities

In addition to her physical attacks, Demache has a breath weapon that can instantly disintegrate any matter at the molecular level, or break down any form of energy into harmless, amorphous "proto-energy." She can use this weapon once per combat exchange in lieu of a bite. This breath weapon reaches 90 feet, covers 60°, and has a power rating of 70.

Demache found her breath weapon so successful that she developed a sphere of influence ability with the exact same effect. The only difference is that this ability is primal, not magical, with a base power rating of 100 and an activation cost of 2 flux for each point of damage rank she wishes to inflict. Since this power can destroy even artifacts, few adventurers or deities who rely on magic items would be foolish enough to attack Demache. Other than her available flux, there is no limit to the amount of damage she can inflict with this ability.

Any matter, living or nonliving, breaks down in the way discussed above once it impacts on Demache's skin. Thus she is invulnerable to physical attacks; this invulnerability has a power rating of 72.

It has been said that Demache may interbreed with males of any draconic species, and that the offspring of such matings are viable, breeding true to the species of the father. What can this tell us about Demache?

Mainly this: though she may have offspring, she seems to make no contribution to their heritage. It would be as if all her children were, in fact, stepchildren. This must have a psychological effect on Demache, in that she will feel limited emotional bonds to these offspring, and will protect and succor them to a lesser degree than is normal among dragons.

Gonzalo Jezer, De Vermiis *("On Dragons")*

MYROLAOS

Primordial Dragon of Forests

(mee-roh-LAY-us)

Power Level 8

Strength 50
Health 40
Reaction 25
Intelligence . . . 25
Destiny 25
Presence 40
Willpower 30
Size . . . . . 18 yds

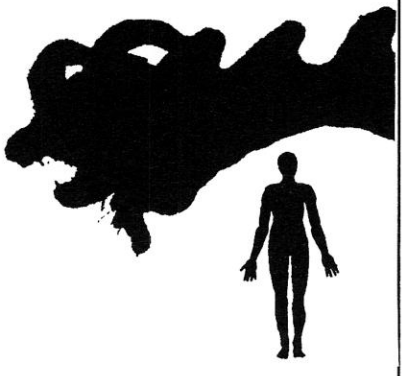
Speed
Walk 4 yds/s; Fly 24 yds/s

Combat
Unarmed Combat Skill . . . . . Master
Melee Weapon Combat Skill . . . . . Master
Missile Weapon Combat Skill . . . . . Professional

Damage Rank
Physical . . Claw, 35 (2x each); Bite, 30 (2x); Tail, 35 (1x)
Special Abilities . . . . . Warp Blast, 45 (1x)
Defense Strength 40

Aptitudes
Magical Aptitude Legendary-3
Mentalic Aptitude . . . . . n/a

Primal Cost
To Create . . . . . n/a
To Maintain . . . . . n/a



Appearance

In his natural form, Myrolaos appears as a huge, serpentine dragon covered with hard, translucent scales that resemble massive slabs of pure emerald. The membrane making up his wings has the same hue, but is of course more flexible. His eyes are relatively small considering his size, but they sparkle with obvious intelligence. His body is about 120 feet long, with his tail adding another 55 feet, and he is about 25 feet wide. When he sits on his haunches, his shoulders are about 55 feet off the ground.

Myrolaos rarely appears in his natural form, however. Since he is a lover and patron of forests, his true draconic form is more hindrance than help, as any dragon who has tried to make its way through thick forest would understand. Instead, he takes on various humanoid forms, choosing his current shape to match that of any intelligent races he expects to meet. In lands dominated by humans, his favorite form is that of a doddering old man with long white hair and beard and green eyes.

Origin & Background

Like the other primordial dragons, Myrolaos was expected to fight at his mother's request against Herakles and the deities of the Olympian pantheon. From the first day of his existence, however, Myrolaos had very different ideas. He shared neither Echidna's hatred of humanity nor her enmity toward the Olympian pantheon, and considered her vendetta against Herakles a fiendish waste of time and energy. Although he remained on Echidna's plane for some time, he did so simply because he recognized the superiority of her power. While he did nothing to oppose her directly, he followed a course of "dumb insolence" and passive resistance. As soon as Echidna was defeated by Herakles, Myrolaos left her plane to follow his own somewhat eclectic goals and interests without interference.

Free from Echidna's influence, Myrolaos fully indulged his fascination with nature, specifically forests. Over the millennia, he chose and developed nature as his sphere of influence. He has no home plane of his own; instead, he can be found on one of Pan's planes or on any plane where lush forests grow.

BEHAVIOR Myrolaos is by far the most kindly of the primordial dragons. He has no enemies and feels little personal hatred toward anyone. Those few creatures who have earned his enmity must have worked quite hard to do so. He generally shuns creatures that would harm living forests, and will frequently act to prevent such harm, usually in some nonviolent manner.

It has been said that Myrolaos is somewhat senile. He is undeniably a little absent-minded, sometimes losing his conversational train of thought in the middle of a sentence when he is diverted by some new sight or idea. He will deny this if someone draws his attention to it, although he's equally likely to get distracted in the midst of the denial. Although he sometimes grows angry if someone "flusters" him, he is generally eventempered.

Myrolaos enjoys conversation with intelligent individuals, and speaks most humanoid languages fluently. One of his greatest joys is to travel from village to village in a forested area, disguising his true nature. He seems to take simple pleasure in varying his disguise, and will appear as fool or sage, philosopher or mage.

Myrolaos seems to have a slight "identity problem" when it comes to his sphere of influence; sometimes he seems to identify himself with the forces of nature or with forests. If someone cuts down a tree, he might say "ouch;" when the clouds grow dark, he may speak of having to go and rain on someone's parade.

Predictably, Myrolaos is happiest when surrounded by trees. He seems to have little preference for any specific type of forest; anything from idyllic, sylvan glades to deep, dark jungles is just fine with him.



Myrolaos probably has several hoards scattered around the multiverse, but no one knows where they are. Myrolaos himself has probably forgotten about some of them. He travels by walking, flying, or via whatever magical means are available in the game world.

Combat

It is difficult to goad the placid Myrolaos into physical combat, but when aroused he is a lethal foe. He attacks with his two front claws, with his jaws, and with a tail sweep. Because of his size, each claw attack affects everything in an area with a 15-foot radius; a bite affects everything in an area with a radius of 10 feet. His tail sweep affects everything within an area 90 feet from the base of the tail, with a range of 60°.

Special Abilities

Myrolaos calls his breath weapon his "warp blast," and he can use it in lieu of a bite attack. Anything caught within the cone of his breath is physically twisted and warped, and ends up looking like gnarled wood. A warp blast inflicts a damage rank of 65 on all living matter. Its area of effect reaches 90 feet and spreads 60°.

Instead of working to develop a sphere of influence ability, Myrolaos has spent his time mastering the skill of wielding planar energy. Planar energy defines what planes are, holds them in place, and so forth, and encompasses such forces as gravity, nuclear physics, magnetism, and other forms of energy unknown to science. When spellcasters or mentalists travel the planes, they tap into planar energies, although they don't realize this since their magic or mentalics isolate them from the planar energy underlying the travel. Myrolaos can use this energy directly, however. He can move planes, change their adjacencies, alter which planes are parallel to each other, change gravity or magnetic fields in a limited area, and so on. Given enough time, and enough motivation, he can even create or remove planar constants, although this is impossible if he is opposed by the deity who controls the plane or by a sentient plane itself. Without interference, it takes Myrolaos about a week to alter gravity or magnetic fields planewide, and as long as six months to realign planes or change planar constants.

For the last two leagues, I had been enjoying the conversation of the old man who walked by my side. Playing fool and wise man by turns, he kept me both mystified and entertained. Even his most foolish comments seemed, on closer inspection, to contain gems of surprising wisdom. I wished to learn more about this strange traveler.

When the bandits fell upon us, however, I thought that our conversation—and much more than that—would come to an abrupt end. It did so, but in a way that much surprised me—and, to be honest, the bandits . . . .

Marla Horn, Journal of a World-Girdler

PANETHNE

Primordial Dragon of Fire

(pan-ETH-nee)

Power Level 8

Strength 55
Health 50
Reaction 20
Intelligence . . . 25
Destiny 25
Presence 50
Willpower 55
Size . . . . . 53 yds

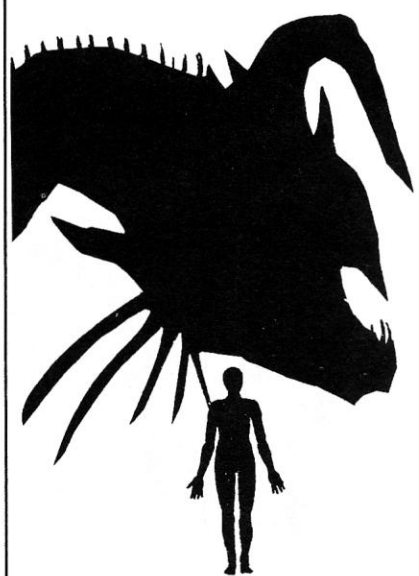
Speed
Walk 4 yds/s; Fly 20 yds/s

Combat
Unarmed Combat Skill Legendary-6
Melee Weapon Combat Skill . . . . . Master
Missile Weapon Combat Skill . . . . . Master

Damage Rank
Physical
Claw—40 (2x each); Bite—35 (2x); Tail—40 (1x)
Special Abilities . . . . . Fire Blast, special (2x)
Defense Strength 45

Aptitudes
Magical Aptitude Legendary-2
Mentalic Aptitude . . . . . n/a

Primal Cost
To Create . . . . . n/a
To Maintain . . . . . n/a



Appearance

Panethne appears as the purest archetype of the Western dragons: huge and powerful, with a long, muscular tail and robust wings. Her skin appears to be overlapping, metal-hard red scales. In fact, however, her entire body is composed of semi-molten lava, given shape through magic and through Panethne's own indomitable will. Her body exists at a temperature that would reduce metamorphic rock to plasticity—many thousand degrees Celsius—and inflicts the concomitant level of damage to anyone foolish enough to touch it.

Panethne reeks of sulfur and the heavy, mineral smell of lava. Her voice sounds like the hissing roar of a volcanic eruption, and her breath is like the blast of a furnace even when she is not using her breath weapon.

Panethne's body is about 360 feet long, with her tail adding another 180 feet, and she is 60 feet wide at her broadest point. When she sits on her haunches, her shoulders are 160 feet off the ground.

Origin & Background

Panethne is one of the two primordial dragons who have remained loyal to Echidna. When Echidna fell to Herakles, Panethne, like her sister Demache, took it upon herself to aid in the defense of her mother's home plane. In return for this loyalty, Echidna ascended Panethne to the status of godling, and bestowed primal on her. Today, Panethne is a lesser deity with 2,500 points of primal base. Over the centuries, her fascination with fire led her to take the subject as her sphere of influence.

Panethne shares Echidna's hatred of Herakles, Zeus, and the other deities of the Olympian pantheon. Although she is powerful and ambitious, she recognizes she is not yet powerful enough to face the Olympian pantheon directly. Thus, if she acts against them, it is always through intermediaries, using guile and cunning instead of direct force.

Behavior

Panethne's personality is acquisitive, cruel, arrogant, and easily angered. She loves fire, and often starts huge infernos simply to watch them burn and to play in the flames.

Panethne's special hatred is reserved for those adventurers who seek out and destroy dragons—the dragonslayers. Whenever she learns the identities

and locations of such people, she will move to exact vengeance against them. This kind of vengeance is so important to her that she is considering developing it as a secondary sphere of influence.

Panethne has developed an extensive, multiplanar intelligence network that keeps track of those who have fought and killed dragons for unjust reasons; somewhat predictably, Panethne has yet to judge any reason just. Panethne has received significant support for this great enterprise from other dragons. Currently, she is organizing draconic strike teams that can be called in to fight adventurers when they threaten other dragons.

In addition, Panethne has created several artifacts to help in her cause, and has convinced other primordial dragons to share in the cost. One of these items is a "dragonslayer-slayer," a weapon that can slay any dragon-killer with a single successful stroke. Another artifact is a crown that allows the draconic wearer to summon an avatar of Panethne in time of need.

It is interesting to note that, despite her hatred of them, Panethne rarely if ever confronts dragonslaying adventurers personally. She much prefers to send servitors, allies, proxies, or even avatars after them, while keeping herself out of danger. This behavior implies that Panethne's hatred springs largely from fear; she dreads the day when a group of powerful adventurers will seek her out and destroy her. Of course, she never admits this fear, and speculating on it to her face is a good way to commit suicide.

Panethne's home is a vast fiery pit of lava and flames on her mother's home plane, near Echidna's own lair. This proximity allows Panethne to come to her mother's aid at once, but also represents an additional level of security for



Panethne herself. In the depths of her lava pit, protected against the heat by great magics, lies her primary hoard; she has secondary hoards scattered around the multiverse. Nobody knows exactly what is within her hoard or how large it may be. Keeping in mind Panethne's overwhelmingly acquisitive nature, it seems logical that the hoard is massive indeed.

Panethne hates all races except dragons. As an indication of her scorn for non-dragons, she will never speak in any language but the tongue of the primordial dragons, although it is known that she understands dozens of other languages.

Panethne travels by walking or flying, via planeshift and dimension shift, and using any other means of magical transportation available in the game world.

Combat

Panethne is quick to anger and slow to cool down once aroused. She attacks with her two front claws, with her jaws, and with a tail sweep. Because of her size, each claw attack affects everything in an area with a 25-foot radius; a bite affects everything in an area with a radius of 15 feet. Her tail sweep affects everything within an area similar to that of her breath: 110 feet from the base of the tail, with a range of 60°.

Special Abilities

Panethne's breath weapon, which she can use in lieu of a bite attack, is a blast of fire that might as well have come from the heart of Hell. A blast of this fire will consume any matter that is not primally reinforced, and will kill any mortal, corporeal creature in its path. Panethne's breath reaches 110 feet, covers 60°, and has a power rating of 82.

Though she rarely strays from her lava home, Panethne's influence extends farther through the universe than that of any other primordial worm. Like a bloated, evil spider at the center of her web, Panethne is aware of the twitching of individual strands, especially the movements of the great dragonslayers. Torinna Dragonbane, Saras Wyrmslayer, Zymor Dragonhammer—three of the greatest dragonslayers of this or any age—all fell to the machinations of Panethne. How many more will fall before she herself is destroyed?

Gonzalo Jezer, De Vermiis *("On Dragons")*

SOPHARIOS

Primordial Dragon of Essential Magic

(soh-FAHR-ee-ohs)

Power Level 8

Strength	65
Health	50
Reaction	25
Intelligence	35
Destiny	30
Presence	50
Willpower	40
Size	27 yds

Speed
Walk 6 yds/s; Fly 32 yds/s

Combat

Unarmed Combat Skill	Master
Melee Weapon Combat Skill	Master†
Missile Weapon Combat Skill	Master†

Damage Rank

Physical	Claw, 45 (2x each); Bite, 40 (2x); Tail, 35 (1x)
Special Abilities	Molten Mithril Blast, 40 (1x)
Defense Strength	40

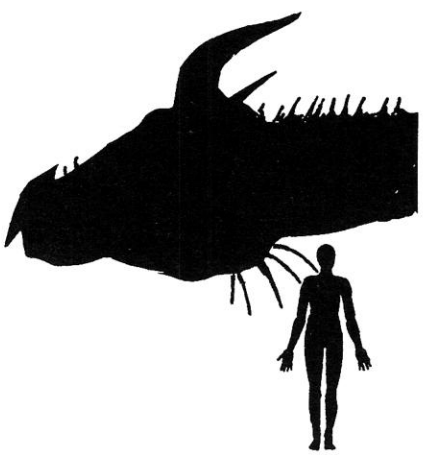
Aptitudes

Magical Aptitude	Legendary-8
Mentalic Aptitude	n/a

Primal Cost

To Create	n/a
To Maintain	n/a

†When shapechanged.



Appearance

Sopharios has a build similar to that of most races of dragons. He is not as fat and bulky as traditional Western dragons, but is also nowhere near as serpentine as Oriental dragons. His body is 180 feet long, not including his 90-foot tail, and some 40 feet wide. When he sits on his haunches, Sopharios's shoulders are about 80 feet above the ground. Fully spread, his slender wings have a span of perhaps 200 feet. They can be folded tightly to his back, however, adding little to his dimensions.

He has no scales, as many other dragons do. Instead, he has dry, flexible skin that is almost completely smooth in texture. This skin is the iridescent, silvery hue of polished mithril. Sopharios's voice is deep and resonant. His body and his lair smell of molten mithril.

Origin & Background

Sopharios is a primordial dragon, and hence the offspring of the greater deity Echidna. Unlike all the other primordial dragons, Sopharios broke with Echidna before the final battle with Herakles. His early training had given him the predisposition to hate Zeus and the Olympian pantheon, but he also scorned Echidna's ambitions almost from the day of his creation. By nature nonviolent and introspective, he bitterly resented Echidna's expectation that he would fight against Herakles merely to avenge the deaths of the dragons' older siblings. While the other dragons prepared for battle, Sopharios longed to reject his mother and follow his own path, but he was not yet powerful enough to break the ties that bound him to Echidna.

Fortunately for Sopharios, the goddess Hecate learned of his true feelings and rescued him from Echidna's domination. Now he dwells on one of the planes controlled by Hecate. Predictably, his "betrayal" of Echidna did not sit well with the other primordial dragons who remained loyal to her. Even today, many millennia later, most other primordial dragons shun Sopharios.

Sopharios's inbred distaste for the Olympian deities continues to this day, but he also shuns the more malevolent Greek deities, scoffing at what he believes are their wasteful, pointless efforts to thwart the Olympians. These twin antipathies make him firmly neutral throughout all the upheavals of Greek pantheon politics, and he strongly prefers to associate with deities who remain on the fringes of these affairs, such as Hecate and Hephæstos. Though Sopharios

strongly dislikes most Greek deities, he will not act on these emotions unless given both direct cause and a good chance of success.

From his birth, Sopharios's primary field of interest has been magic, particularly learning to understand magic's inmost, essential nature. Over many millennia and with Hecate's encouragement, he has developed this interest into a sphere of influence. Some sages believe that Sopharios played a part in defining and bringing order to the forces of magic in the multiverse. Sopharios himself claims to have taught magic to Isis, though the goddess hotly denies this.

Sopharios is currently a demigod supported by Hecate, with a primal base of 2,000 points. Unlike the other primordial dragons, Sopharios has never mated, and so has no offspring.

BEHAVIOR

As stated above, Sopharios is more introspective than the other primordial dragons, preferring above all else to engage in scholarly and intellectual pursuits, including the study of humanoids. He cares little for the lives of individuals, preferring to view matters in terms of civilizations and races. Though he considers himself quite moral in outlook, he would not think twice about destroying a party of adventurers who were annoying him. As with most primordial dragons, Sopharios's attitude includes a good dose of prejudice, and he considers all non-draconic species generally inferior and unimportant.

This does not mean that Sopharios hates humanity, however. The actions of humans and humanoids fascinate him in much the way that the actions of ants



fascinate some naturalists. Legends claim that he has even aided humanity from time to time, generally by deflecting the wrath of the other primordial dragons and other magic-using creatures. When he speaks to humanoids, Sopharios invariably uses the Dwarven tongue. This is because Dwarven was the first humanoid language he learned, and he cannot be bothered to make the distinction between dwarves and other "trivial" races.

Sopharios can travel by walking or flying, by using primal energy, and via any forms of magical transportation that exist within the game world. Generally, however, he prefers to fly, since he so enjoys the associated sensations. His flight is magically enhanced, allowing him to accelerate to full speed within 10 seconds, and to accelerate vertically. Unlike most other dragons, he uses his wings merely for stability and steering, and does not flap them for propulsion. With the exception of Zephrosyne (p. 107), Sopharios is the most agile of the primordial dragons.

With regard to material possessions, Sopharios has a selectively greedy nature, and over the millennia he has built up a considerable hoard of rare and otherwise special items. Unlike other dragons, he prefers magical items and works of art to "baser" forms of wealth. His hoard is incredibly extensive, including numerous unique works, artifacts, and relics. Itemizing the entire contents of Sopharios's hoard would take a human cataloger many lifetimes.

Combat

Though he usually prefers the expediency of magic, Sopharios is a daunting foe in physical combat. He attacks with both front claws, with a bite, and with a tail sweep. Because of his size, each claw attack affects everything in an area with a 15 foot radius; a bite affects everything in an area with a radius of 10 feet. His tail sweep affects everything within an area similar to that of his breath: 90 feet from the base of the tail, with a range of 60°.

Sopharios's hide is as strong as mithril, making it invulnerable to any weapon save an artifact, and difficult to pierce even then. His polished hide will also deflect any energy short of primal.

Special Abilities

In addition to his normal attacks, Sopharios has a powerful breath weapon. He can exhale a blast of molten mithril with a damage rank of 40 (1x), immersing everything within 90 feet with a 60°spread. Each combat exchange, Sopharios can use this breath weapon in lieu of a bite attack.

Sopharios has also developed a sphere of influence ability that allows him to alter the way magic works within a limited scope. Using this ability, which has a base power rating of 100, Sopharios is capable of altering the way that spells are cast or the way enchantments work in a limited area; the exact nature of these alterations depends on the situation and should be handled at the GM's discretion. This makes it nearly impossible for foes to use magic against Sopharios, while he has no difficulty using his magical abilities against them.

"I have never experienced anything so terrifying. The principles and precepts of magic are unchangeable; that was what I had always been told. But then, as I tried to weave my spell, the laws of magic—the very way in which magic interacts with the world—shifted and mutated; the strands of magic were wrenched from my grasp, and there was nothing I could do about it.

"Perhaps an analogy would explain my intense reaction. Imagine that you, my doughty warrior friend, are climbing a mountain, a face of solid rock. You are skilled in climbing, and there is nothing about the mountain that would surprise you.

"And then, suddenly, halfway up a challenging face, the texture of the rock changes. Instead of hard and dry, it becomes soft and slippery. Your pitons and wedges hold as weakly as if they were driven into new cheese. And gravity swings like a compass needle near a lodestone. Everything your experience and instincts tell you is suddenly wrong.

"Think on that, and understand my terror."

From a conversation with Belatherial the Red, Demigod of Wanderers

ZEPHROSYNE

Primordial Dragon of Flight
(zeh-FRAH-sin-ee)

Power Level 8

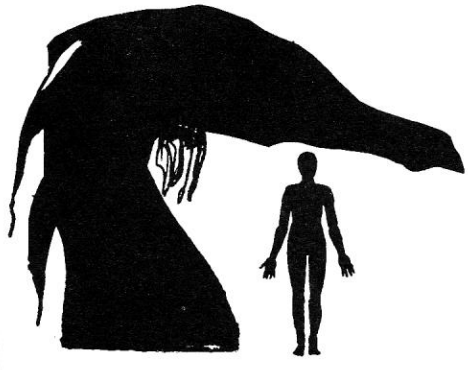
Strength 50
Health 50
Reaction 30
Intelligence . . . 25
Destiny 25
Presence 45
Willpower 30
Size . . . . . 18 yds

Speed . . 667 yds/s

Combat
Unarmed Combat Skill
Master (Legendary-3 in air-to-air combat)
Melee Weapon Combat Skill . . . . . Master
Missile Weapon Combat Skill . . . . . Master
Damage Rank
Physical
Claw—30 (2x each); Bite—30 (2x); Tail—35 (1x)
Special Abilities . . . . . Sonic Blast, 40 (1x)
Defense Strength 40
Aptitudes
Magical Aptitude Legendary-4
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . n/a
To Maintain . . . . . n/a

APPEARANCE

Zephrosyne is, with little doubt, the most beautiful of the primordial dragons, and almost certainly the most exquisite example of dragonkind in the universe. Slender, graceful, and elegant, she is a work of art. Her body is perfectly streamlined, and her slender wings are swept back, confirming even to the casual observer that she is a creature of the air.



Zephrosyne's scales are thin and closely fitted to reduce drag when in the air. She is predominately silver and blue in color, with a hint of white on her underbelly. This coloration is the ideal camouflage for a flying creature; those who are not actively looking for her have only a 20% chance to see her when she is in the air. At will, however, she can shine with the brilliant light of the sun.

Those who have approached Zephrosyne closely report that the clean, sharp scent of ocean waters surrounds her. When flying fast, she creates sonic booms loud enough to rock the foundations of the largest castle. She seems to break the sound barrier for the sheer joy of the experience.

Zephrosyne's body is approximately 120 feet long, with her tail adding another 55 feet, and she is 25 feet wide at her thickest point. When she sits on her haunches, her shoulders are about 55 feet above the ground.

ORIGIN & BACKGROUND

In her youth, Zephrosyne served Echidna unquestioningly, hating the deities of the Olympian pantheon and believing all the tales Echidna told her about Zeus's evils. When the great war with Herakles began, Zephrosyne fought at the side of her mother.

Although she had been indoctrinated by Echidna, Zephrosyne was intelligent, and eventually saw her mother's lies for what they were. While Echidna was reforming on her home plane, Zephrosyne seized the opportunity and fled to follow her own destiny. She has no reason remaining to hate the deities of the Olympian pantheon, and indeed gets along well with several of the lesser gods of the winds, but she distrusts the constant political maneuvering of the more important deities and is on truly good terms only with Hermes. She reviles Echidna for lying to her, but she will never take any retributive action, both because of some remaining filial loyalty and because she recognizes that she would come out the loser in any direct conflict.

From the day of her birth, Zephrosyne loved to fly, and spent countless hours honing her skills. Free at last of Echidna's domination, she had even more time to investigate flight. Over the millennia, she has developed this fascination into a sphere of influence. Today, Zephrosyne is a demigoddess supported by Hermes, with 1,500 points of primal base.

Behavior It should come as little surprise that a creature so fascinated by flight as Zephrosyne would consider herself far superior to any earthbound creatures. She struggles to keep an open mind, however, and prides herself on her egalitarian attitudes. Unfortunately, what Zephrosyne considers egalitarian often seems elitist and condescending to those of other races. Unlike most other dragons, however, she is not openly arrogant and aggressive. Zephrosyne enjoys the company of other winged creatures, and takes great pleasure in racing against them throughout the skies. Her sphere of influence ability, described below, ensures that she always wins these races, but she does not scorn those she beats. Instead, she seems to take honest pleasure from inspiring others to "push the envelope" and exceed their previous personal bests.

Zephrosyne prides herself on her appreciation of beauty, and rightfully so. Although she has no desire to create, she has an artist's eye when it comes to



discerning beauty in the world around her. Her various lairs, all hidden among the clouds of various planes, are wondrous places created for her by the finest artisans of the multiverse. Each of these aerial lairs has a large hoard, consisting mainly of works of art she has collected from around the universe. She has a fascination with magical items and artifacts that relate in some way to flight, so her hoards contain many such objects.

When she is not in one of her lairs, she can be found soaring through the skies of some far-off plane, enjoying its exotic beauty. In addition to flying, Zephrosyne can planeshift, dimension shift, and use any other magical means of transportation available in the game world.

Combat

With the unparalleled maneuverability in the air her sphere of influence ability gives her, Zephrosyne can easily avoid virtually any unwanted combat. If she does decide to enter combat, she will use her speed and maneuverability to best effect, maintaining a "stand-off" distance and pounding her foe with spells or lancing in for a "hit-and-run" attack from the rear.

Zephrosyne attacks with her two front claws, with her jaws, and with a tail sweep. Because of her size, each claw attack affects everything in an area with a 15 foot radius; a bite affects everything in an area with a radius of 10 feet. Her tail sweep affects everything within an area similar to that of her breath: 90 feet from the base of the tail, with a range of 60°.

Because of her literally infinite maneuverability, Zephrosyne can evade any form of attack directed at her if she so wishes—and if she can see it coming. Since dodging attacks will constrain her own attack options, however, she will frequently choose to let her scales absorb or deflect the less damaging attack forms, dodging only those she believes could seriously harm her.

Special Abilities

Zephrosyne's flight is magically enhanced, as befits a deity of flight. She has also developed a sphere of influence ability that allows her to change her velocity vector instantly and at will. A velocity vector is an expression of movement that combines speed and direction; thus "100 mph northward" is a velocity vector. Zephrosyne can alter this vector in any way she sees fit, at any time. For example, if she is traveling northward at 100 mph, she can be cruising southward at 2 mph in an instant; the next instant she may be heading eastward at 1,000 mph, and the next instant, completely stationary. This means she is by far the most maneuverable creature in the sky, since she does not have to turn; she just wills herself to be traveling in a new direction at a new speed. She can also "stop on a dime," hover in place for as long as she likes, and so on. As a deity of flight, Zephrosyne can temporarily bestow this ability on any creature within her line of sight, at a cost of 3 flux per target. This sphere of influence ability has a base power rating of 100.

Zephrosyne's breath weapon, which she can use in lieu of a bite attack, is a sonic blast that inflicts damage rating 40 on any creature within its area of effect. The range is 90 feet with a 60° spread.

Silver beauty, liquid grace resplendent.
Freedom incarnate, clouds' wonder,
and spirit of the wind.
How dost thou come to be? What god,
what will, could encompass thee?

What eye could see thy grandeur,
what heart comprehend thee
and remain unmoved?

Song of the Sky Dancers, *Author Unknown*

RAVIDAN

(rav-EE-dan)

Power Level 4

Strength 35
Health 30
Reaction 20
Intelligence . . . 25
Destiny 30
Presence 30
Willpower 30
Size . . . . . 2 yds

Speed
Walk 4 yds/s; Fly 40 yds/s

Combat
Unarmed Combat Skill . . . . . Professional
Melee Weapon Combat Skill . . . . . Professional
Missile Weapon Combat Skill . . . . . Novice
Damage Rank
Physical
Hand—20 (2x each) (plus heat—20), or by weapon (2x) (plus strength bonus); Foot—20 (2x each) (plus heat—20)
Special Abilities . . . . . Fire Missile—30
Defense Strength 30
Aptitudes
Magical Aptitude . . . . . n/a
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . 10 base
To Maintain . . . . . none



Appearance

Ravidans appear as flaming humanoids, standing between five and seven feet tall. They are slight of build, with limbs in human proportion to their height. It is impossible to see their skin, because they are covered with licking flames that range from yellow to violet. The color represents the amount of energy they are currently consuming; yellow represents low energy expenditure, while violet represents the maximum.

They are surrounded by a smell of spicy musk. Any normal fires will burn more brightly and hotter and take on an unnatural violet tinge if a ravidan comes within 50 feet; magical fires are not affected. Their voices are raspy, and frequently somewhat garbled. They can speak most humanoid languages.

Origin & Background

The ravidans were created by Solus, the Eye of Heaven, God of the Sun, also known as the Eternal Illuminator. They are fanatically loyal servitors of Solus, and eternal enemies of darkness and wickedness in all its forms.

Ravidans were, at one time, mortal followers of Solus, rewarded after death for their faithful service by being raised to the status of divine servitors. The ravidans retain their love for and devotion to Solus. They consider themselves knights in the service of their deity, members of an organization they call the Illuminated Order.

Solus sometimes loans ravidans to other deities of light and illumination. This kind of "detached duty" is rare, and usually occurs only as payment for some great service the other deity has provided for Solus. Although "seconded" ravidans are usually ordered to obey the deity to whom they have been loaned, the creatures' allegiance is always to Solus. If they are ever ordered to do anything that will compromise the interests of Solus, they will consider their detached duty at an end and immediately return to Solus's home plane to report the event.

There are on the order of 1,200 ravidans in the multiverse, the vast majority of which serve Solus directly.

BEHAVIOR Ravidans were created as the champions of all the races who worship Solus. There is a base 2% chance that Solus will dispatch a ravidan to help any group of faithful worshipers against the forces of darkness. If a high priest from an order that worships the sun is attacked, there is a 25% chance that a prayer for assistance or deliverance will be answered by the arrival of a ravidan. Even if the high priest does not specifically pray for aid, there is a 10% chance that a high-level servitor of Solus will notice his or her plight and dispatch a ravidan anyway.

Ravidans hate all wickedness and those creatures who would spread darkness. They are fanatical in their devotion to Solus, but do not let their emotions interfere with the performance of their duties. They are usually very businesslike. They appear, do what they were sent to do, bestow the blessings of Solus on his followers, and then leave. They will never speak so much as a single word to their enemies, believing that doing so taints them.

In their service to Solus, they can be found on virtually any plane of existence. Five to ten of the creatures usually accompany any members of Solus's divine order whenever they leave his home plane. Usually only one ravidan will be enough to aid faithful followers of Solus. In cases of holy war, genocide, and so on, twenty or even more ravidans might be dispatched.

If a ravidan is destroyed in the performance of its duty, it is said that two ravidans will be dispatched to complete the duty. If these two ravidans are destroyed, a more powerful minion of Solus will be dispatched to the scene to remedy matters. While most people believe these tales implicitly, various sages point out that this kind of progression will lead to unusually high levels of divine intervention. For this reason, they believe that the tales are nothing more than that—empty tales.

Ravidans can fly and planeshift at will, with no chance of error.



Combat

In combat, ravidans strike with their flaming hands and feet. A blow from a ravidan inflicts impact damage, plus further damage from the blazing heat of its body. This heat always inflicts grievous damage.

Any material substance other than an artifact is incinerated instantly on contact with a ravidan. Artifacts can resist incineration using the conflict of power rules described in *The Primal Order.* For the purpose of this test, the ravidans' ability to incinerate matter has a power rating of 78.

Ravidans have a blanket resistance of 50% against all energy-based attacks short of primal.

Special Abilities

A ravidan can hurl fireball-like missiles that create blasts of heat and intense radiation. The damage inflicted by these missiles is always grievous. The creature can fire these missiles at an attack speed of 3x, to a range of 100 feet, in addition to physical attacks.

Ravidans can create a nonmagical aura of radiation around themselves, to a radius of anywhere from 5 to 50 feet. This aura destroys all unshielded organic matter in a single combat exchange. Shields such as force walls, energy shields, and so on absorb 10% of the damage per point of power rating above 75; thus a shield of power rating 80 will absorb 50% of the damage. A primal shield of 10 points or more will resist this aura completely. This aura has an power rating of 78.

A ravidan can produce illumination equal to noontime sunlight within 500 feet of its body, at will. This ability has a power rating of 82. Ravidans also have an ability known as "fire view." If they know the location of any body of fire larger than that produced by a torch, they can see as though they were at the site of the fire, observing everything within line of sight from that fire. This ability requires complete concentration for one combat exchange.

"I have heard that ravidans hate assassins above all. This is because these cowardly murderers use darkness and concealment in order to achieve their malevolence—or this is how the ravidans see it.

"In lands where worship of Solus is predominant, one will find flowers and holy symbols placed on the graves of the most devout worshipers. Followers of the Eternal Illuminator believe that such offerings are petitions to Solus to grant the dearly departed the honor of becoming ravidans themselves. So I have heard, at least."

From a conversation with Dyam Harquist, Master Sage of Revuor

ROYAL PIXIE

Power Level	7	
Strength	25†	
Health	25	
Reaction	35	
Intelligence	25	
Destiny	30	
Presence	25	
Willpower	20	
Size	1 yd	
Speed	Walk 6 yds/s; Fly 20 yds/s	

Combat	
Unarmed Combat Skill	Professional
Melee Weapon Combat Skill	Professional
Missile Weapon Combat Skill	Master
Damage Rank	
Physical	Weapon—15 (2x); or as appropriate to form
Special Abilities	As appropriate to form
Defense Strength	25 (magically enhanced)
Aptitudes	
Magical Aptitude	Legendary-10
Mentalic Aptitude	n/a
Primal Cost	
To Create	n/a
To Maintain	n/a

†Magically enhanced.

Appearance

In their true form, royal pixies appear as supernaturally beautiful examples of the faerie races: diminutive humanoids, standing about 3 feet tall, with delicate gossamer wings sprouting from their shoulders. They typically have pale skin and shoulder-length silver hair. Their eyes are brilliant blue, or sometimes deep sea-green. They dress in colorful clothes, preferring velvet jerkins, silky tights, and high boots of glove-soft leather. The cut of these clothes will always accentuate their natural physical beauty, and in many cases could be described as seductive.



Royal pixies are distractingly, almost frighteningly beautiful, and they exude an arrestingly powerful aura of raw sensuality. Their voices are high-pitched and melodious, and their laughter is musical, with undertones of unspoiled mountain streams splashing over stones. The laughter of a royal pixie is quite literally infectious; any mortal humanoid who hears their laughter has no choice but to join them in their mirth.

Origin & Background

As their name implies, royal pixies are the kings and queens of faeriekind. They directly serve the faerie deities, such as Titania and Oberon, assist some elven deities, and rule and protect all the faerie races. Their origin is lost in the mists of time. Some sages speculate that they were created by the faerie deities; others believe they arose independently as physical manifestations of the forces of faerie magic in the universe. Since there exists a mated pair of royal pixies for each plane where faerie societies exist, and they have an innate ability to wield faerie magic, the facts seem to support the second view.

Even the faerie races themselves do not know whether they are actually the descendants of the royal pixies, or whether their races arose independently. The royal pixies themselves presumably know, but will not say.

Behavior

Like most faeries, royal pixies are elusive, playful tricksters, taking great joy in perpetrating magical pranks on mortals who wander into their territory. These pranks are almost never directly harmful and usually little more than inconvenient, unless the victim has expressed malice toward faeriekind. If the butts of these jokes accept them in good part, recognizing the wit involved, royal pixies have been known to indirectly reward them for their patience and senses of humor.

Even though the two royal pixies on any given plane are a mated pair, the creatures are inveterate flirts. They frequently become enamored of particularly beautiful or handsome mortals, and sometimes use their magic to appear as mortals themselves in order to seduce the objects of their desire. Jealousy seems foreign to the creatures' nature, and such seductions are viewed by all royal pixies as harmless diversions. Royal pixies regard their own attractiveness very highly—usually but not always with reason—and tend to react badly if their advances are spurned. Scorning the flirtation of a royal pixie is frequently a very dire mistake.

Though there are no recorded cases of a female royal pixie bearing a mortal's child, it seems that female mortals can become impregnated through dalliance with male royal pixies. The offspring of such unions vary wildly in nature and capabilities. Some seem totally normal examples of the mother's race; others are strange mortal-faerie crossbreeds, and still others seem to be pureblooded faeries.

Royal pixies are undeniably aesthetic hedonists. They enjoy beauty in all its forms, and are totally uninhibited when it comes to satisfying all their sensual



needs. They love the finest food and drink, exquisite works of art, fine music, and so on. In a way, they have very simple tastes; they are always satisfied with the best of everything. If something especially pleases them, they wish to possess it for themselves. This is particularly true in the case of magical items and artifacts. Many royal pixies have hoards of magic items that would rival those of dragons.

Royal pixies are protective of their kindred and hate any creatures who intend harm to faeriekind. Otherwise, they are emotionally neutral toward all nonfaerie races. Apart from their dedication to protecting faeriekind, no one knows what central goals or motives the royal pixies may hold.

The creatures can planeshift and dimension shift at will, and have access to any other magical means of transportation available in the game world.

Combat

As magical creatures, royal pixies typically avoid melee combat, preferring to maintain a "stand-off" separation and attack any foe with magic. If cornered and forced into combat, they usually shapechange into something large and powerful and fight in that form. There are rare tales of royal pixies confronting foes in their true form; in such cases, they are always armed with powerful magical weapons. In keeping with their acquisitive nature and love of magic, they will usually be armed with incredibly lethal weaponry if they choose this route.

Royal pixies are completely immune to all energy attacks except those based on or laced with primal energy.

Special Abilities

Since royal pixies deal with magic on a very natural, instinctive level, they can command a form of faeric magic called "wild magic" as an extension of their will. Wild magic is magical energy in its purest, most undifferentiated form. A royal pixie will have 50–500 points of wild magic at any given moment. Although this wild magic is not primal energy, it can be used to power spells in the same way; the number of points of wild magic it costs to cast a given spell is the same as the amount of primal flux it would take to cast the same spell. Royal pixies can also use wild magic to lash out directly; damage from the resulting blast is calculated the same way as for a primal blast. See the integration notes in *The Primal Order* for details on how to convert primal energy into magic in your game system, then use the same formula to convert wild magic to normal magic.

Remember, though that while wild magic is like primal energy for the purpose of these calculations, it is not primal energy. Magic resistance and immunities do effect wild magic blasts and spells cast with wild magic, and any primal shield or primally supported barrier will stop these effects just like it would any other type of magic. Wild magic also cannot be used to lace spells, power primal abilities, or perform any other function normally reserved for primal energy. This ability has a power rating of 80.

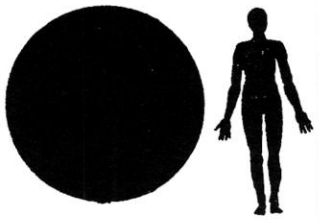
My love has wings,
Graceful shining things,
With gossamer arc and upswept tip.
Her voice is music sweet,
And with each heartbeat
My soul and body sing her praises.
Where has she gone?

My love lives on,
But I can no longer tarry.

Dhuvglas Hardcastle, from "My Faerie Love"

SOULWARDEN

Power Level	7	*Combat*	
		Unarmed Combat Skill	n/a
Strength	35	Melee Weapon Combat Skill	n/a
Health	50	Missile Weapon Combat Skill	n/a
Reaction	40	*Damage Rank*	
Intelligence	35	Physical	n/a
Destiny	55	Special Abilities	n/a
Presence	20	Defense Strength	55
Willpower	50	*Aptitudes*	
Size	1.66 yds	Magical Aptitude	n/a
		Mentalic Aptitude	n/a
Speed	33 yds/s	*Primal Cost*	
		To Create	1,100 base
		To Maintain	25 flux per day



Appearance

A soulwarden is totally undetectable to all normal senses. It cannot be seen, felt, heard, smelled, or tasted by any mortal. Only deities or other minions that enjoy sight or sense Enhancements can detect soulwardens at all.

To those with the ability to see them, these guardian minions appear as spheres five feet in diameter. Their surface is perfectly smooth and frictionless, almost black with a faint pearly iridescence. They usually hover several feet above the ground, drifting slowly, although they can move at high speed if necessary.

Origin & Background

The soulwardens were created millennia ago by an association of deities dedicated to the cosmic balance between order and disorder. These gods refer to this association as the Autarchs, although most mortals refer to them as the "Lords of Symmetry."

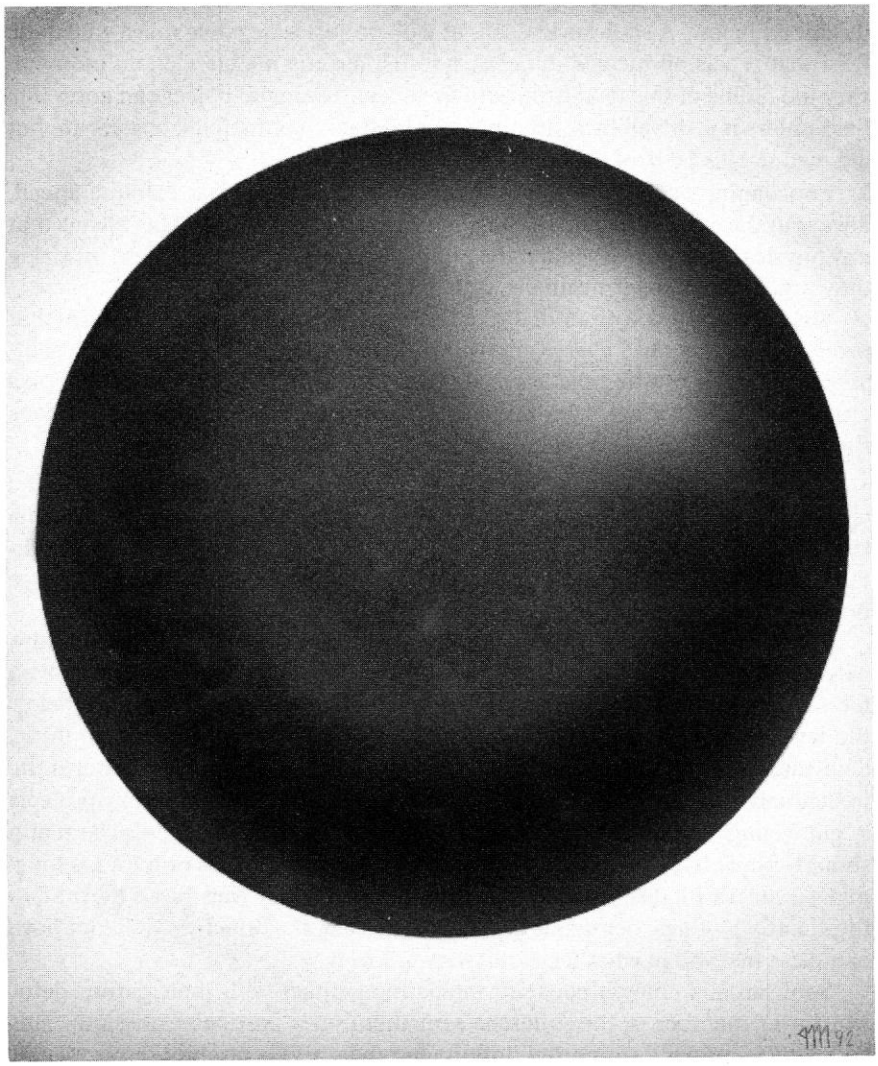
The soulwardens are highly revered by humans throughout the multiverse, particularly those who worship deities among the Autarchs. The Autarchs created the soulwardens as guardians, to guard the souls of mortals the deities considered worthy of protection. The soulwardens have thus gained the stature of "guardian angels" among followers of the cosmic balance. On many worlds, in many planes, benedictions such as "May the soulwardens follow you," or "May the soulwardens watch your going out and your coming in" are common. Very few mortals actually warrant the attention of a soulwarden—and, of course, no mortal will know whether he or she is among the lucky ones—but this is largely immaterial. Among followers of the cosmic balance, the soulwardens are greatly loved.

Even those who follow other deities, or those who care little for the balance, respect the soulwardens. This is because the soulwardens also act as guides and guardians for souls who have, for some reason, become lost in the multiverse. Souls wrenched from their mortal bodies by some malevolent minion, and set adrift in the limitless universe, frequently find a soulwarden beside them, protecting them from further torment and guiding them to their eternal home. While the soulwardens will, predictably, concentrate on worshipers of Autarchs, souls of any and all ethical and moral outlooks receive this final service from the soulwardens.

There are 1,000 soulwardens. At any time, perhaps 100 of these are "on assignment," warding mortals important to the Autarchs. The others wander the infinite planes, searching for lost souls to succor.

It is important to recognize that only mortals considered "worthy" by the Autarchs are warded by soulwardens. "Worthiness," of course, is in the eye of the beholder, and the gods are not given to explaining their decisions to mortals.

BEHAVIOR Invisibly and intangibly, soulwardens travel the various planes of existence. When warding the souls of mortals, they accompany the mortals at all times. They usually hover over the heads of their "clients," and never stray more than 10 feet from them. Since their senses extend in all directions and they have no "blind spot," soulwardens can usually spot threats to their clients' souls before the mortals do. They will notify their clients of any such threats using the form of telempathic communication described later. If the threat is a creature or other entity, such as a minion or deity, the soulwardens will use this same ability to warn the threat away. If the threat cannot be eliminated in this way, a soulwarden will use its mentalic abilities to otherwise protect its client—perhaps by warning an attacker that the client is a chosen of the Autarchs. If this in turn fails, a soulwarden will interpose itself between any attack and the client, blocking or deflecting it. Soulwardens are by nature



nonviolent, and will try to solve all problems through peaceful means. Only if these fail will they escalate matters.

The soulwardens are not physical protectors. They will rarely intercede to prevent the physical death of their clients; that is not their mandate. Death is immaterial, the soulwardens believe, so long as the client's soul goes to its correct destination afterward. They will definitely intercede against creatures or minions that would steal, absorb, pervert, or otherwise interfere with a client's soul, however.

Predictably, soulwardens cannot be swayed from their assigned task. They cannot be intimidated, bribed or fast-talked, and only those of godlike guile could ever hope to trick them.

Unless "on assignment," soulwardens spend their entire existences searching for wandering lost souls. They are single-minded in this pursuit, and cannot be influenced away from their task.

Soulwardens are totally unaffected by gravitational fields, and are not subject to the laws of inertia. They can change their direction and speed of movement instantly, with no limitations other than their maximum speed. In addition to flying and hovering, they can planeshift or dimension shift at will.

Combat

Soulwardens have no innate attack forms. If combat cannot be avoided, they attack using their considerable mentalic abilities, described below. A soulwarden can, at will, project a negative quasi-magnetic field that repels all metallic objects, not just ferrous metals. The minion can vary the radius of this field from zero to 30 feet. No metal object can enter this field unless it is driven by a strength of at least 60. Nonmetallic objects are not affected by this field, of course.

Soulwardens can cause their spherical bodies to spin at extreme speed, always in the same direction as the line of any physical attack. This means that any physical blow struck against the minion becomes a glancing blow, inflicting only 10% of the damage normally inflicted.

Soulwardens are surrounded to a radius of 30 feet by a defensive aura that protects everyone and everything within that field from lifeforce drain, soul-stealing attacks, or attempts at possession. The soulwardens themselves, plus any individual they are warding, enjoy these benefits. Further, soulwardens themselves are immune to all mind-affecting and death magic.

Special Abilities

Soulwardens communicate with each other via an innate form of telepathy. This is not a mentalic ability as such, but a characteristic of the minion. It has unlimited range on the same plane of existence.

The soulwardens can communicate with others using a form of telempathy, whereby they can insinuate an emotional response into a target. The subject feels the emotion as a "hunch" or "gut feeling," an emotional response below the level of consciousness that cannot be distinguished from the real thing. Soulwardens frequently use this ability to warn off those who would harm the individuals they are protecting. When used in this way, the telempathy projects a "gut feeling" that the subject should not threaten the soulwarden's client and should simply back off. So strong is this warning that mortals or minions must make a successful destiny roll before they can act in any way that is harmful to the client. Godlings, demigods and full deities feel the hunch as well, but have complete free will in whether or not they follow it.

Soulwardens enjoy a constant telepathic contact with their patron deity, whichever member of the Autarchs sent them on a particular mission. This telepathy is primally supported, infinite in range, and is not blocked by planar

barriers. Only a primal barrier can block the communication. If a soulwarden is attacked, the patron deity will know about it at once. If the telepathic communication is severed, the deity will also know it, and may decide to investigate personally or send a more powerful minion to check things out.

A soulwarden's patron can use the minion as a conduit for any magical, energy or primal attack form, using the soulwarden's senses to pick out a target. For range and effect considerations, the position of the soulwarden is "ground zero." This is why attacking a soulwarden is a singularly bad idea for anything short of a deity, even though the minion has no attack modes of its own.

"Unknown and unknowable, invisible and intangible—eternal guardian, and our soul's hope and succor. Spirit's divine shepherd, guard now my friend and conduct his soul to its eternal home."

Funeral Benediction

STOLOCK

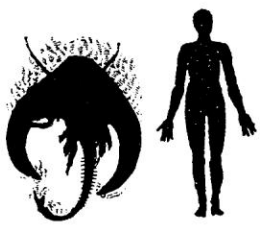
(STOW-lok)

Power Level 4

Strength 20
Health 30
Reaction 25
Intelligence . . . 25
Destiny 30
Presence 30
Willpower 50
Size . . . . . 2 yds

Speed . . . 20 yds/s

Combat
Unarmed Combat Skill . . . . . n/a
Melee Weapon Combat Skill . . . . . n/a
Missile Weapon Combat Skill . . . . . n/a
Damage Rank
Physical . . . . . n/a
Special Abilities . . . . . Energy Conduit—45 (1x)
Defense Strength 25
Aptitudes
Magical Aptitude Legendary-3
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . n/a
To Maintain . . . . . 20 flux per day



Appearance

A stolock resembles a terrestrial manta ray, with a broad, flat body extended on both sides into thin "wings." The creature is about five feet long, with a wingspan of seven feet. Two eyestalks, each about a foot long, extend upward from the upper surface of its body, while two humanlike arms extend downwards.

The creature is light gray in color. Its skin is the texture and resilience of supple leather. The skin on its arms is thinner and slightly more supple than that anywhere else on its body.

Stolocks never touch the ground, instead hovering several feet above it. The only limit to the altitude they can achieve seems to be how far the atmosphere extends above the ground. By choice, however, they will hover close enough to the ground that their hands can manipulate objects below them. Stolocks have no odor, and are totally mute. When they need to communicate, they do so magically.

The air around a stolock seems to shimmer, like a heat haze. In fact, however, the region is slightly colder than the ambient temperature. The shimmering effect is a harmless side effect of the power the minion uses to open planar gates. Occasionally, gravity seems to shift slightly around a stolock, the "local down" may shift a few degrees for a couple of moments, or the power of gravity might fluctuate a little. These effects are never severe or prolonged enough to cause damage. The stolock has no conscious control of these effects, and is probably not even aware of them.

Origin & Background

Stolocks are minions of Ergaath, an acquisitive deity whose sphere of influence is conquest. Many centuries ago, Ergaath was served by a demigod named Stolock who was highly proficient at creating and manipulating interplanar gates. Over time, Ergaath became very dependent on Stolock to control the gates that connected the far-flung regions of her empire.

Eventually, Stolock opened a gate to the wrong plane—a plane held by a god of death, as a matter of fact—and was killed for his temerity. The deity who slew him wrested Stolock's soul away from Ergaath, and destroyed it utterly. Left without her Tender of the Gates, Ergaath turned to her "stable" of loyal and powerful mages. She selected several dozen of these, and transformed them into minions, granting them various primally backed abilities. In memory of her loyal demigod, she named these new minions stolocks.

The stolocks serve Ergaath in much the same way the original Stolock did—by creating, manipulating, and tending interplanar gates for her. Through their abilities, she can extend her influence to many more planes than she could otherwise. The stolocks enjoy their new powers, revelling in discovering and evaluating new planes, passing on what they learn to their mistress.

There are thought to be 50 or so stolocks in existence, although there seems little reason to believe that Ergaath cannot create as many as she needs. There are always more mages who would do anything—even give up their mortal existence—for the opportunity to explore the manifold planes of reality as the stolocks do.

Behavior

Stolocks live for the joy of discovery. They spend most of their time opening new gates into new planes of existence, evaluating the value of those planes to Ergaath, and the moving on. They



frequently return to Ergaath's home plane to pass on to her what they have learned, but they see such trips as duties to be discharged as quickly and efficiently as possible. Then they can go back to doing what they enjoy.

The creatures can create one interplanar gate per combat exchange, as described below. In their eternal search for new planes, they will generally open a random gate, pass through, assess the value of their new environment, and then open a new gate to another random plane. In this manner, stolocks have found access to many of planes held by other deities. This makes stolocks among the most hated of all minions.

Stolocks always seem to be preoccupied with their exploration. Nothing else seems to matter to them. They are prone to bouts of temper if they are interrupted, and mages as powerful as they are exceedingly dangerous when irked. They are constantly on the move, fully investigating one or two new planes each month, or superficially scanning up to two per week. They love to talk to other planar explorers, pumping them for information about the locations and natures of planes they have yet to visit. They guard their own information jealously, however, sharing what they learn only with Ergaath herself.

Stolocks can be found on any plane in the multiverse. Usually they are just passing through, on their way to some new plane. Occasionally they can be found tending a gate, holding it open or manipulating it, on the express orders of Ergaath. Predictably, the presence of a stolock performing this duty implies that the area in question is considered significant by Ergaath; perhaps she is planning an invasion.

Stolocks can levitate and fly. For longer journeys, they prefer to open an interplanar gate. It is often quicker for a stolock to gate to another plane, then back to another location on the original plane, than to travel physically on that plane.

Combat

During their mortal existence, the stolocks never bothered to learn the art of personal combat. In stolock form, they are incapable of using weapons, and will always avoid physical combat. With their ability to open interplanar gates, this is not difficult.

If pressed, and if its magical attacks are ineffective, a stolock will create a direct conduit to one of various planes of energy. The blast of pure energy that comes through such a gate will usually destroy any mortal foe, and can sometimes be damaging enough to harm a deity.

A particularly useful tactic the stolocks have developed is to create a gate through which only living matter may pass, then move it over an opponent. The opponent will be transported to some distant plane, while all clothes, weapons, equipment, and so on are left behind. Stolocks seem to find this uproariously funny.

Special Abilities

A stolock can create one gate per combat exchange, at will. If the stolock has previously visited the plane to which the gate leads, it can precisely position the gate with no chance of error. If the creature has never visited the other plane, the gate will open at a random location. A stolock can also create a random gate, which opens at a random location on a randomly selected plane. This is how the creatures explore so many different planes, even those considered "hidden" by their owners. Note that these gates are very temporary, typically remaining open for 2–12 seconds, just long enough for the stolock to pass through. Stolocks can also create permanent gates, but the process takes one full day.

A stolock can instantly and automatically take full control of any nonprimal gate that it encounters. If it encounters a primally powered gate, a stolock will

usually notify Ergaath immediately to determine if she wants to contest control of the gate with its creator. If so, the stolock will act as the focal point for the attempt. Several stolocks have been consumed by the volume of energy involved in such a contest, so Ergaath has taken to sending a demigod to the scene to help the stolock out.

Many deities hate stolocks with a passion. This is because, on their wanderings, stolocks are quite capable of stumbling across hidden planes, the very planes that are the homes of other deities. Once a stolock has opened such a gate, Ergaath can—and frequently does—send forces through it to contest dominance of the plane. Several deities have lost planes they considered safely hidden to the depredations of Ergaath in this manner.

It is said in the councils of the gods that various deities have offered massive bounties for the carcass of a dead stolock. It would seem likely that there are a number of bounty hunters—mortal and divine—scouring the multiverse in an attempt to collect. The largest such bounty is said to be an entire demiplane . . .

Drado Barisman, Wars of the Planes

SUMITAMI

(soo-mee-TAH-mee)

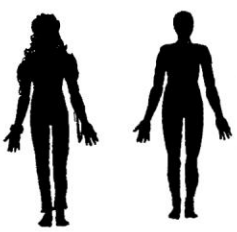
Power Level 6

Strength . . 40/35†
Health 35
Reaction 30
Intelligence 25/30†
Destiny 40
Presence 40
Willpower 45
Size . . . . . 2 yds

Speed . . . 12 yds/s

†The first number applies to males, the second to females.

Combat
Unarmed Combat Skill . . . . . Professional
Melee Weapon Combat Skill . . . . . Professional
Missile Weapon Combat Skill . . . . . Professional
Damage Rank
Physical . . By weapon type (3x) (plus strength bonus)
Special Abilities . . . . . n/a
Defense Strength 25
Aptitudes
Magical Aptitude Legendary-4
Mentalic Aptitude . . . . . n/a
Primal Cost
To Create . . . . . 250 base
To Maintain . . . . . 15 flux per day



Appearance

Sumitami resemble divinely beautiful human males or females. Males typically stand 6'0" to 6'5" and mass 185 to 240 pounds; females stand 5'5" to 5'10" and mass 110 to 135 pounds. They appear to come from a variety of ethnic backgrounds, which shows in skin color, facial features, and hair color and texture. Sumitami are all slender, with lean but strong muscles. Their eyes are always deep lavender in color, a very striking and distinctive hue. They emanate an aura of serenity, joy, and unshakable confidence. Mortal humans who hear their voices experience a thrill of pleasure based on something below the level of conscious awareness.

Sumitami always wear clothes of the highest quality, but appropriate in style and color to the area through which they are traveling. They never wear armor, and carry weapons only when protocol requires it.

Origin & Background

The sumitami are divine minions based on genetically perfect humans, created through a combined effort by the more prominent human deities. Their purpose is to maintain humanity, keep the race viable, and prevent it from sinking into decline.

Some people consider sumitami simple "fertility gods," but this ignores some important issues. Certainly, fertility and child-rearing are part of the sumitami's purview, but so are issues that would, in an army, fall under the heading of morale. There are many races in the multiverse that seem so much more capable than humanity: they are stronger, faster, smarter, longer-lived, more magically attuned, and so on. By comparing themselves to many of these other races, humans could consider themselves inferior, and eventually sink into decline.

The sumitami were created to prevent this from happening. Their task is to maintain the fertility of the human race, and to keep its spirits up in many subtle—or not so subtle—ways. There are thought to be about 50 sumitami in existence.

BEHAVIOR Sumitami are kind and benevolent, and always seem to be ecstatically happy. They see beauty in everything around them, and are quick in trying to point out that beauty and share it with others. They have incredibly well-developed senses of humor. They shun "coarse" humor like practical jokes, preferring wordplay, puns, riddles, and paradoxes. Language is never a barrier, and they can concoct cunning riddles in any human or humanoid language, always speaking colloquially, like natives of the area.

Sumitami are unabashed romantics, treasuring all aspects and expressions of love. Traveling in pairs throughout the world, sumitami act as matchmakers and marriage counselors. Many sumitami are bards of legendary skill, and when they wish it their love songs work as charm spells.

Although basically peaceable, sumitami dislike—or even hate—any creature or philosophy that would spread death or sterility, or would diminish the joy of life. They will never attack such a creature unless it attacks them first, but they will use their considerable skills to stir up the populace so that the creature or belief system is driven from human society.

If forced into combat, sumitami are highly skilled with all weapon types. They hate hand-to-hand combat, however, preferring to talk their way out of trouble, convincing their would-be foes of the error of their ways. Sumitami are not cowards or pacifists, however. When violence is the only solution to a problem—which is not often—they become enthusiastic and very skilled participants, doing whatever it takes to end the conflict immediately.

Each sumitami has a 150-carat blue diamond imbedded in his or her throat;



it is located where the larynx would normally be, and is concealed by a layer of skin. This magical diamond allows each sumitami to remain in continuous telepathic contact with all its fellows, regardless of intervening distance, planar barriers, and so on.

Although sumitami are protectors of humankind, they show no prejudice toward other humanoid races, as long as those races do nothing to threaten humanity directly. They gladly tolerate and even encourage crossracial marriages—if there is true love involved—since these strengthen the human race, both genetically and in terms of morale.

Sumitami travel by walking, riding—they have professional rank in animal handling—dimension shifting, or planeshifting.

Combat

Sumitami can use any form of weapon, although they prefer not to have to. They will use spells in combat before they will mix it up hand to hand. If pressed, a sumitami will tap his or her primal reservoir, which contains 10 flux per day to strike primally.

The enchanted diamond in the throat of every sumitami absorbs a flat 75% of all magical or energy-based damage inflicted on the creature in a single combat exchange, excluding damage inflicted by primal. Further, the diamond will heal the sumitami so that 50% of all damage taken in a combat exchange will be healed at the beginning of the following combat exchange.

Special Abilities

Any sumitami can impregnate, or be impregnated by, a human of the opposite sex. This is true even if the human is normally sterile or infertile.This ability has a Power Rating of 88. For this reason, sumitami are sometimes sent to "assist" religiously devout couples who are barren. The genes of a sumitami are dominant, and any union between one and a human will produce a young sumitami. If a sumitami is born to a human woman, the other sumitami will allow her to raise the child as her own to the age of 17, then will take the young sumitami to join his or her fellows.

Walking in beauty, singing their joy,
The sumitami come among us.
Glory to all, spreading their passion for life,
They show us how we should be
Forever.

Humanity's flower, the gods' love incarnate,
The sumitami walk in the world.
In the world, yet not of it,
They tell us of our immortal heritage
Forever.

Songs of the Spheres, *Author Unknown*

TRUE UNICORN

Power Level	5
Strength	35
Health	35
Reaction	30
Intelligence	20
Destiny	45
Presence	30
Willpower	45
Size	2.5 yds
Speed	32 yds/s

Combat

Unarmed Combat Skill	Master
Melee Weapon Combat Skill	n/a
Missile Weapon Combat Skill	n/a

Damage Rank

Physical	Hoof—20 (2x each); Bite—20 (2x)
Special Abilities	Horn—30 (2x)
Defense Strength	35

Aptitudes

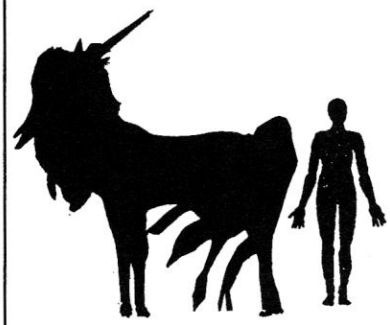
Magical Aptitude	n/a
Mentalic Aptitude	n/a

Primal Cost

To Create	n/a
To Maintain	n/a

APPEARANCE

True unicorns resemble larger and more beautiful versions of normal unicorns, but that is like saying that a perfectly cut blue-white diamond resembles a more beautiful version of a shard of glass. True unicorns are the epitome of magic, majesty, natural beauty, and complete freedom—everything that makes unicorns what they are. Many naturalists insist that the unicorn is the most beautiful equine creature in existence, and true unicorns make their mortal cousins look like drab plowhorses in comparison.



The coats of the true unicorns are purest white and soft as down, except for their manes and "socks," which are brilliant gold. Their single horns shimmer with a constantly changing prismatic display of colors. They are one and a half times the size of their mortal kin. The scent of sweet flowers surrounds and follows them.

The eyes of a true unicorn are the brilliant azure of a cloudless summer sky, and they sparkle with obvious intelligence. Normally slow-moving, and incredibly delicate and graceful for such large animals, they can run faster than the wind when the need arises.

ORIGIN & BACKGROUND

Over time, several deities have claimed responsibility for the creation of the true unicorns. Despite this, most sages believe that the true unicorns were not created, but arose spontaneously at the dawn of time as living embodiments of wild faerie magic. There are only two true unicorns in existence, a mated pair, and they have existed since virtually the first moment of recorded time. The true unicorns are immortal, and will exist as long as faerie magic does. Some sages speculate that the destruction of both true unicorns would cause the extinction of all faerie magic and all associated races throughout the universe. Few people fully believe this hypothesis, however, and even fewer feel comfortable even pondering the issue.

All unicorns in the universe are descended from the pair of true unicorns. In time of direst need, the true unicorns can request the aid of all normal unicorn herds. So far, there has never been any need to call for this aid.

BEHAVIOR True unicorns are even more reticent than their mortal kin. They dwell in the most unspoiled sylvan glades, protected from interlopers by bands of faeries who have dedicated their lives to guarding the true unicorns. They shun all but those of undiluted faerie blood, or those whose virtue is completely untarnished.

True unicorns are among the most majestic of creatures. This majesty leads many people to consider them staid and conservative in nature, but nothing could be further from the truth. In locales where they feel safe, the true unicorns are free-spirited and playful, gamboling and frolicking through the forests and racing each other and their guardian faeries for the sheer joy of it.

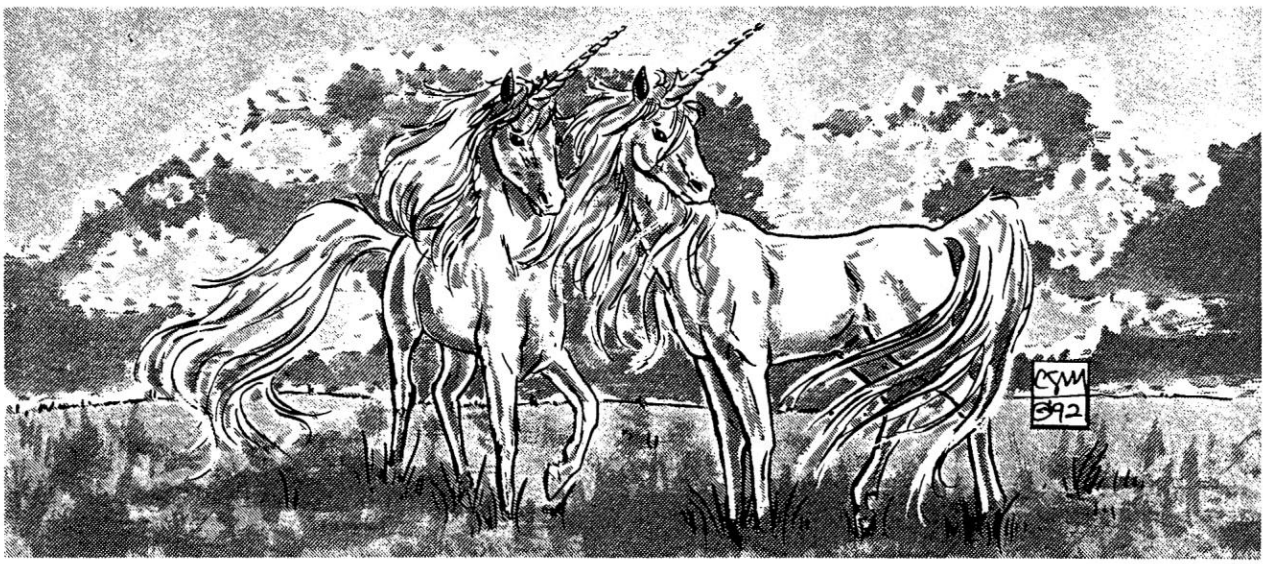
The true unicorns reserve their hatred for beings who would harm innocent creatures or nature in general. They take no action against such individuals, however, unless they are personally threatened, preferring simply to avoid those whose violence they cannot understand.

True unicorns can gallop like the wind, and can use any other magical means of transportation available in the game world. They have no home plane as such, but wander throughout the universe, staying for a time wherever conditions suit them.

COMBAT True unicorns generally use their great speed to avoid combat. The only exceptions to this behavior are if one of the pair is threatened, in which case the other will fight fiercely to protect its mate, or if foes pose a serious threat to the natural order in general.

A true unicorn can attack with both its front hooves, with its jaws, and with its horn, described below. Since the creatures prefer to keep some distance between themselves and their opponents, however, they often attack with spells from a distance before engaging in close combat.

The forces of nature and magic will refuse to cooperate in harming the true unicorns, and will in fact act to protect them. Thus, no natural force or magical spell will directly harm a true unicorn, and such spells or effects may rebound against anyone who attempts to use them in this way. Magic can harm the unicorns, however, if used indirectly.



Special Abilities The male true unicorn's horn is primally hardened so that it can pierce any matter, and it instantly slays any living being it successfully strikes. The female's horn has complementary effects; it immediately mends, heals, or even resurrects anything or anyone it touches if she wishes it to do so.

The reputed powers of the horn of a true unicorn are legendary. In their horns, the faeries say, the true unicorns carry the powers of life and death. When they gallop, the wind of their passage blows through the convolutions of their horns, creating musical tones of the most haunting beauty. Many races and civilizations have folk tales that tell of would-be hunters being enraptured by these tones and falling into a kind of waking sleep, to emerge into full consciousness decades or even centuries later.

The more rapacious races believe that concoctions including the powdered horn of a true unicorn will have almost unlimited powers. Effects speculatively attributed to such concoctions include resurrection, magical immunity, and dominion over all horselike creatures. Fortunately, it is obvious that no one has succeeded in obtaining the horn of a true unicorn for such ignoble purposes. May this always remain so.

Fionnuala, Demigoddess of Faerie,
The Sylvan Races

Ur Wraiths

Power Level	1	*Combat*	
		Unarmed Combat Skill	Veteran
Strength	n/a	Melee Weapon Combat Skill	n/a
Health	n/a	Missile Weapon Combat Skill	Veteran
Reaction	25	*Damage Rank*	
Intelligence	10	Physical	Claws—20 (1x each)
Destiny	18	Special Abilities	Negative Energy Blast—25 (1/3x)
Presence	20	Defense Strength	20
Willpower	40	*Aptitudes*	
Size	2.66 yds	Magical Aptitude	n/a
		Mentalic Aptitude	n/a
Speed	10 yds/s	*Primal Cost*	
		To Create	4 base
		To Maintain	none



Appearance

Ur wraiths appear as blood-red wraiths that stand eight feet tall. They have total control over their own substantiality, and can be totally insubstantial, or only semi-tangible at will. Their eyes appear as sockets filled with flames.

They are totally silent and odorless. They appear to float a handspan above the ground. They lower the ambient temperature around them by about 15°F. Animals can detect their presence at a range of 100 yards, and react with fear.

Origin & Background

The Ur wraiths were created by Balcoth, Demon Princeling, Lord High Inquisitor of the Pit. As a deity of the dead, Balcoth uses armies of undead to defend his territories on the plane of the Abyss, and to invade the lands of his rivals there and on other planes. Although a master of death magics, Balcoth proved not a great tactician. His first battles were disasters; his forces were routed, largely because he had not appreciated the need for ranged weapons and attacks from his troops. While his undead legions were mighty in melee combat, they had virtually no missile weapons or other "stand-off" attacks, and were generally decimated by withering ranged attacks before they could close with an opposing army.

Balcoth learned his lesson. To provide his hordes with the stand-off attacks they so badly needed, he created some 5,000 Ur wraiths. Their sole purpose is to serve his will and destroy his enemies from afar.

Behavior

Ur wraiths hate everything that lives, and enjoy nothing more than killing, preferably in a painful and messy manner. They are loyal to Balcoth, however, and will follow his orders to the letter. When he has no specific use for them, he allows them to wander the Abyss, killing any intruders they happen to find.

Ur wraiths are totally fearless, with no instinct for self-preservation. They will gladly sacrifice their own existence to destroy intruders or their master's foes.

In mass combat, Ur wraiths provide "artillery" support for other undead units. Once melee has begun, they will spread themselves throughout undead formations to maximize the effect of their Aura of Corrupted Fate, described below.

The creatures float above the ground. There seems to be no limit to the altitude they can attain. They can also pass unhindered through any obstacle

short of a primal barrier. Ur wraiths are unable to travel to other planes unaided; should this ever be necessary, Balcoth handles it.

COMBAT In melee, Ur wraiths maintain substantiality long enough to strike with their two hands. A successful hit inflicts impact damage, and also drains 10 points each of strength, health and willpower from the target. Any victim reduced to fewer than 0 points in any of these attributes is killed.

The ranged attack for which they were created is a blast of negative energy. This takes the form of a beam of blackness, up to 160 feet in range. It inflicts severe physical damage on any creature it strikes, as well as draining 1–8 points of health.

Because they can control their substantiality, Ur wraiths can "dodge" physical attacks by going insubstantial. This ability is not automatic, however; the Ur wraith must make a successful destiny roll. This "dodging" cannot protect an Ur wraith from primal attacks, or from weapons that have been primally reinforced.



Ur wraiths possess an innate 45% resistance to magical energies. Any attacks that comprise negative energy actually regenerate an Ur wraith, at a 1:1 ratio, instead of inflicting damage.

Special Abilities An Ur wraith produces a terrible effect known as the Aura of Corrupted Fate. This aura extends 15 feet from the creature's body, and dampens the willpower, morale, and concentration of any living creature caught within it. Any character within 15 feet of an Ur wraith makes all attack, defense, morale, and destiny rolls at -40%. Note that this ability does not affect undead, since they are not living. This ability has a Power Rating of 57.

Woe to those who are slain by the dreaded Ur wraiths. For the souls of these victims go not to the home plane of their deity, there to reside forever. Instead, they are swept off to the Abyss, for an eternity of torment at the hands of Balcoth . . .

Malaclypse the Elder, The Demonomicon

VALCHIS

(VAHL-chees)

Power Level 7

Strength 75
Health 60
Reaction 35
Intelligence . . . 35
Destiny 35
Presence 45
Willpower 35
Size . . . . . 12+ yds

Speed
Walk 3 yds/s; Fly 400 yds/s†

†A valchis can reach a speed of 80 yds/s in one combat exchange, from a standing start. On each subsequent combat exchange, it can accelerate by 160 yds/s until it reaches its maximum speed.

Combat
Unarmed Combat Skill Legendary-5
Melee Weapon Combat Skill . . . . . Novice
Missile Weapon Combat Skill . . . . . Novice
Damage Rank
Physical . . . . . Claw—50 (2x); Beak—40 (1x)
Special Abilities . . . . . n/a
Defense Strength 70
Aptitudes
Magical Aptitude . . . . . Professional to Legendary-4
Mentalic Aptitude . . . . . Master
Primal Cost
To Create . . . . . 50 base
To Maintain . . . . . none

Appearance

Valchii appear as giant metal hawks, more than 50 feet long from beak to tailfeathers, and with wingspans in excess of 60 feet. Their bodies are almost 20 feet in diameter. They are polished silver in color, and their texture is more like scales of thin, flexible metal than the feathers that one might expect. Their eyes glow yellow. On close inspection, the eyes appear more like windows, or portholes, than actual sense organs, and this is the truth of the matter.



The valchii are actually living machines created by a race of technomages, and thus have many features of mechanical flying machines. Access to the interior of the "creature" is through a ramp lowered from the underbelly, or by two flush-mounted doors, one above each wing.

Despite its true nature, a valchis moves in all regards like a real bird. Its scream sounds like the cry of a natural hawk, except hideously amplified. Its face sometimes exhibits expressions of strong emotions. Its skin is cool to the touch, and exudes a very faint odor of hydraulic fluid and oil.

Origin & Background

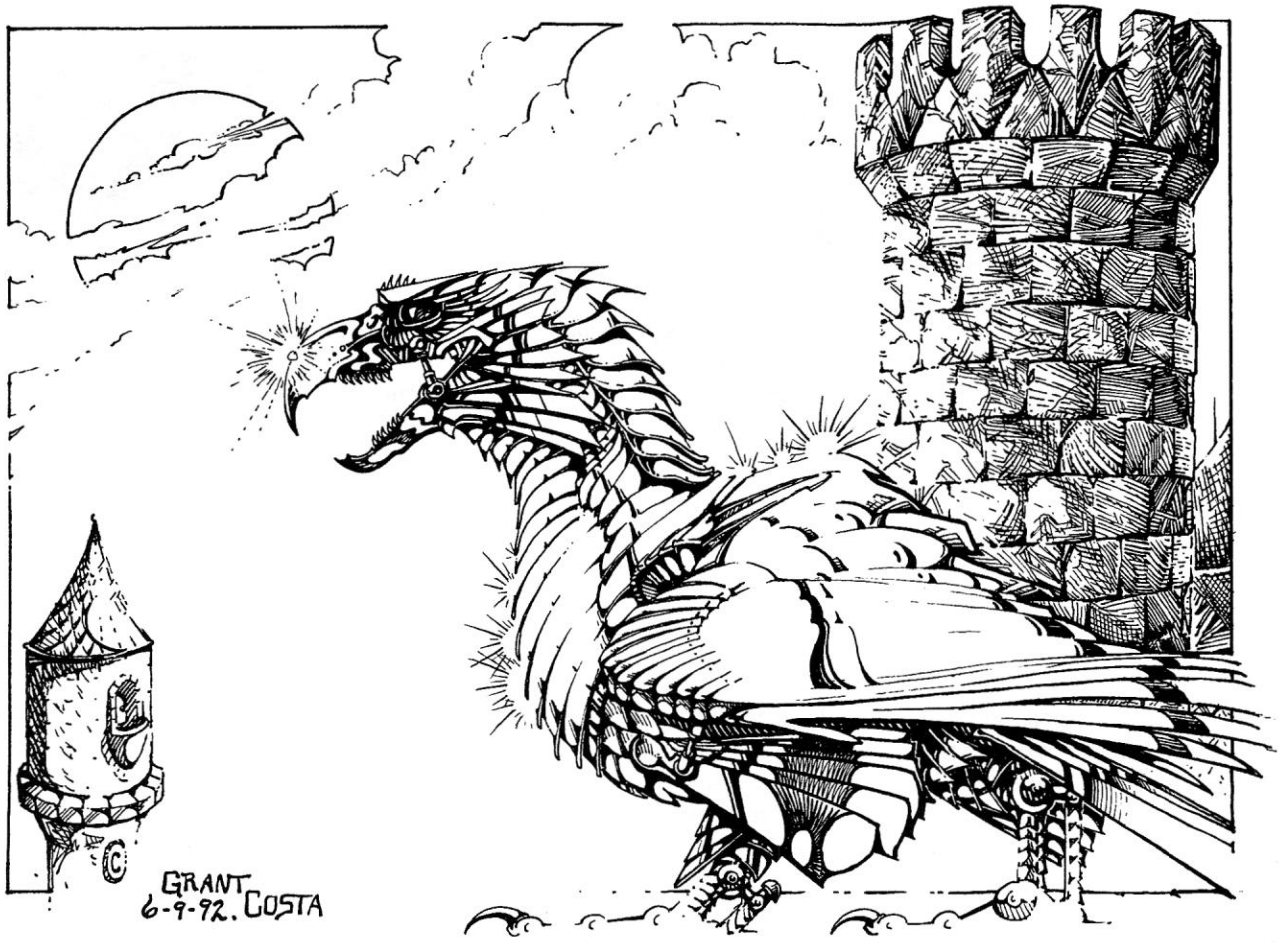
Several millennia ago, a humanoid race known as the Kalaad dwelt on a plane known as the Lunar Matrix plane. They were devout followers and loyal students of Tomolin, God of Knowledge. During the last years of their existence in their true form, the Kalaad created an item of technomagic, a combination of high technology and magic, known as the Intellect Orb. An Intellect Orb could serve as a repository for a Kalaad's soul and life force. From within the orb, the Kalaad could still cast spells, perceive the universe through arcane senses, and control various items of technomagic.

For several centuries, the Lunar Matrix plane had been under attack by various forces of demonkind. These crossplanar invaders had infested the Lunar Matrix plane with planar parasites (p. 90) and then protected the parasites so that the Kalaad could not eradicate them.

The Kalaad realized that their plane was doomed, as were they unless they could find some way of escaping. To accomplish this, the technomages created the valchii, to be used as "shuttles" to ferry the Kalaad race to other planes. Eighty-five of the most powerful Kalaad volunteered to have their life forces transferred to Intellect Orbs, and to pilot the craft. Sedecius, a demigod supported by Tomolin, provided the primal energy necessary to create the valchii and merge the Intellect Orbs with them, forming living machines. In compensation, Sedecius requested and received 5 completed valchii, without inhabited Intellect Orbs, for his own purposes. Nobody knows what he has in mind for the vessels.

Unfortunately for the Kalaad, the destruction of their home progressed faster than they had predicted, while the time it took to merge the Intellect Orbs with the valchii took longer than expected. While the valchii were still merging with the chosen Kalaad in protected underground caverns, the surface of the Lunar Matrix plane underwent severe structural trauma that killed all of the Kalaad still on the surface. When the valchii finally emerged from their caverns, they were horrified at the destruction of their people, but had little time to brood on this since they had all they could do to save themselves before the plane imploded. Of the 85 valchii built, only 50 managed to escape before the plane was finally destroyed.

With their plane and their race utterly destroyed, the surviving valchii had little to live for except for serving Tomolin, and seeking vengeance against the genocidal demons who destroyed the Kalaad. Over the millennia since these tragic events, some of the valchii have almost forgotten that they were anything



other than what they now are. They still worship Tomolin and hate demons, however.

The majority, however, cling to the hope that they can eventually recreate their home plane, and all the Kalaad who were killed. Of course, the "resurrection" of an entire plane is well beyond the capabilities of even most deities. The valchii believe, or try to convince themselves, that if they learn enough about the makeup of planes and reality, they can somehow discharge their duty to their dead race.

Behavior

Each valchis is an individual, with the range of personalities, strengths, weaknesses, opinions, and even delusions typical of humans. They take great, innocent pleasure in cruising the multiverse in their metal bodies, and find fierce joy in hunting down and destroying demons wherever they may encounter them. Most valchii are proud of their abilities, even to the point of arrogance at times.

They serve Tomolin by gathering information about reality, planar geography, physics, and other such matters, and then transmitting the data technomagically to the deity's home plane. They always, of course, keep copies of all the data they collect, in the hope of eventually being able to recreate the Lunar Matrix plane and its inhabitants.

Of the 85 valchii, fewer than 10 are females. Among the male valchii is the unspoken fear that, should they ever leave their Intellect Orbs and try to propagate their race in a natural manner, there will be insufficient females for the job. Because of this, the male valchii are exceptionally protective of their female comrades. The females, on the other hand, point out that the males could always create female bodies for themselves if they really wanted to, and insist that the males' "protectiveness" masks an attempt to dominate the females and limit their activities. Though female valchii are as capable in every way as their male counterparts, the males keep close watch on the females and try to ensure that they are kept out of dangerous situations. Female valchii are almost always accompanied by males, and any single valchis encountered will be male.

Combat

Valchii attack physically using their massive claws and beak. If the creature can swoop down on its foe from an altitude, it can make only a single claw attack, but the damage from this strike is increased by 5 for each 160 yds/s of speed (or fraction). Thus, a valchis swooping at 161 yds/s or more would do damage 55, while at 321 yds/s or more the damage rank would be 60.

Each combat exchange, a valchis can also utter a deafening scream. This can rupture eardrums, burst the heart of a foe, and shatter most forms of crystals. Each creature within 450 feet of a screaming valchis must make a destiny roll to avoid death by heart rupture, and another at a -25% penalty to avoid deafness. Any crystalline structure short of an artifact must make a resistance roll at a -75% penalty or shatter. Artifacts are immune to this attack, which has a Power Rating of 70.

A valchis is totally resistant to the effects of gravity, sound-based attacks, acid, light- or radiation-based attacks, and heat up to the temperature of the core of a star. The "creature" has a base 50% resistance to all energy forms other than those listed above. The hull of a valchis regenerates half the damage done to it during a combat exchange by the end of the exchange. When a valchis is performing a particularly important duty for Tomolin, the deity will sometimes provide it with primal shielding.

In order to engage a valchis using mentalics, the attacker must project his or her consciousness into the creature's Intellect Orb. This projection negates

all mental defenses that the attacker might normally enjoy, and hence is an exceptionally risky business.

Special Abilities

Over the millennia, certain valchii have equipped themselves with various technological or magical weapons. These are left up to individual GMs, but here are some suggestions: a technomagical machine guns under the wings, a magical energy cannon installed in the head, or a wand of lightning bolts under the chin.

The energy reservoir available to power one valchis's magical and technomagical accessories is 300 technomagic points. Although these technomagic points are not primal energy, they can be used to power spells in the same way; the number of technomagic points it costs to cast a given spell is the same as the amount of primal flux it would take to cast the same spell. Remember, even though technomagic points act like primal energy for the purposes of this calculation, they are not primal energy. Magic resistance and immunity will affect spells cast with them, and a primal shield or primally supported barrier will stop a technomagical attack.

A valchis's technomagical reservoir is generated by the interaction of gravity with the metal from which the creature's body is made. A valchis can fully recharge its technomagical battery by spending three hours in a gravity field equal to that of earth. The recharge time is modified in proportion to the strength of the field. Thus on the moon (1/6 g), recharging would take 18 hours, while on a 2g world it would take only 1.5 hours.

Valchii have flawless memories. They can store incredible amounts of data in technomagical memory banks and transmit this information at will directly to Tomolin.

Valchii enjoy clairvoyance and clairaudience. Further, they can perceive and identify invisible and dimensionally nonstandard objects, and can even sense when they are being observed from other planes or via scrying devices.

"I don't know quite what it was, as the Great Balancer is my witness.

"The demons were all over us, and I thought we were all dead meat. But then this hawk spiraled down . . .

"No, not a bloody regular hawk, you buffoon, it was more than a dagger-cast from head to bloody tail, and it shone like burnished armor. Screamed like an avenging angel, too.

"Cut the demonkin to shreds, that it did, in a minute. Never seen anything like it. Bloody marvelous to watch, I'll tell you that. Drove them off, saved our lives . . . .

"Or most of us, at least. Auld Josh, the man who'd rallied us in the first place, he was down, and we all knew he was dying. Women weeping and wailing. Hells, I was weeping myself for the old geezer.

"And then damned if the hawk didn't set down near him. Something opened in its belly, and Josh's body just kind of floated into it. The belly closed, and it took off, vanished into the sky.

"The priests say it was a servitor of Tomolin himself, and it took Auld Josh to the Immortal Halls, to meet his god. Don't know as I believe that myself.

"But I hope it was true."

From a conversation with Willem Spear

WARLORD OF SARDOEN

Power Level	7	*Combat*	
		Unarmed Combat Skill	Professional
Strength	55	Melee Weapon Combat Skill	Legendary-7
Health	60	Missile Weapon Combat Skill	Master
Reaction	35	*Damage Rank*	
Intelligence	25	Physical	
Destiny	40	Fist—35 (2x each) or by weapon type (4x) (plus strength bonus)	
Presence	45		
Willpower	60	Special Abilities	n/a
Size	4 yds	Defense Strength	40
		Aptitudes	
Speed	12 yds/s	Magical Aptitude	n/a
		Mentalic Aptitude	n/a
		Primal Cost	
		To Create	50 base
		To Maintain	5 flux per day

APPEARANCE

The Warlords of Sardoen appear as immense, heavily armored humanoids standing about twelve feet tall and massing almost 600 pounds. They are broadly built, bulging with powerful muscles. Their shoulders are disproportionately broad, and their hands overly large for their size. They have bullet heads on necks so broad that they hardly seem to have necks at all. Their features are humanlike, but broad and coarse except for their mouths, which show short curving tusks protruding from their lower jaws. Short, spiky black hair crowns the very top of their skulls; otherwise they are hairless. Their skin is a dusty red color, and is dry and slightly rough, though very flexible. Their eyes are blood-red, and glow faintly when they are aroused for combat. Each Warlord has the symbol of Sardoen—a stylized handaxe in a circle of arrowheads—on its forehead, black against the red skin like a tattoo.



Warlords have no sexual characteristics. They are thought to be androgynous, incapable of reproduction without their creator's intervention. They wear elaborate suits of plate mail much heavier and thicker than the armor constructed by humans, but cunningly articulated so it does not interfere whatsoever with their movements.

These minions rarely speak, but when they do they can speak any human or humanoid tongue fluently. They communicate among themselves and with Sardoen via natural telepathy. They move silently—even their armor makes no noise—and have no characteristic odor.

Their faces are always expressionless, with only the glow of their eyes indicating their emotional state. They seem to exude a sense of solidity, of dependability, a sense that nothing in the universe short of destruction will sway them from their course. Mortals who would face them in combat must make a successful destiny roll or be too terrified to act against them.

ORIGIN & BACKGROUND

Sardoen, a God of Conflict and Battle, created the first warlords many centuries ago. At first, he created only 81 of the minions to serve him as personal elite bodyguards. So successful were they at this task—and so proud of his creations was Sardoen—that the deity created many more over the next few centuries. Today there are thought to be 9,000 of the minions.

Many still serve as Sardoen's personal entourage. Others are seconded to his various armies, acting as military advisors to his generals. The vast majority of

the minions can be found on Sardoen's home plane, and on other planes that he has claimed. Occasionally, however, he will dispatch groups of Warlords to other planes, to guard something of great value to him: a shrine or temple, perhaps, or maybe even an elite priest. Sardoen will never send Warlords to protect something that he does not fear is in imminent risk; thus, elite priests who request warlords as a standing bodyguard force, more for stature enhancement than immediate need, will find themselves disappointed.

BEHAVIOR Warlords of Sardoen are totally and utterly single-minded about discharging whatever duty their creator has assigned them. They cannot be distracted, bribed or otherwise turned aside from this duty. Even if sticking to their task will mean their destruction, they will not disobey their orders or shirk their duties. They are, at heart, warriors, and so will usually see things in terms of physical combat. They are not mindless automata, however, and consider the overall result much more important than the means they use to reach that goal. Thus, if it seems that communication will be more efficient than combat in protecting whatever it is they are guarding, then they



will first try to reason with any foes, or try to warn them off. They will not truly negotiate, however; completing their task is the most important thing in their existence, and they will not compromise their mission in any way whatsoever. They will sometimes ask for surrender and offer terms for that surrender, but those terms will never compromise their ultimate goal. To this end, Sardoen has endowed them with the ability to speak any language they hear.

Warlords are organized into groups of nine, or multiples of nine. The only time that fewer than nine warlords will ever be encountered is if some have already been destroyed. Note that this restriction limits the kinds of things that will have Warlord guardians. The object or person to be guarded must merit the assignment of at least nine of these minions.

A warlord can planeshift once per day, but will not do so except under orders, or if the tactical situation requires it.

Combat

Warlords of Sardoen almost always carry enchanted weapons, often of extreme power. They will be equipped with the weapons mix most appropriate to the task at hand. In any group, there will almost always be at least three warlords armed with missile weapons for ranged combat. If a warlord is somehow disarmed, it can still strike punishing blows with its gauntleted fists. A warlord's armor will almost always be powerfully enchanted.

These minions are immune to magics that affect the mind or the soul. This immunity is directly supported by their deity.

Magical and physical damage can harm warlords, but will rarely destroy them. If they are "killed" in combat as a result of normal injuries, they are not destroyed. Instead, their strength and attack speed are both halved; otherwise they are not affected, and can continue the battle. There is only one way to truly destroy a warlord, and that is to strike a successful hit to a particular part of its body. This area of vulnerability is different for each individual warlord. On one warlord, it might be the forehead tattoo; on another it might be the heart, the throat, the right hand, the left foot, and so on. Before combat begins, you should decide just where the area of vulnerability is for each warlord. If an attacker successfully strikes this spot for any amount of damage, the warlord is instantly destroyed. Sardoen knows the area of vulnerability of each of his warlords, but the warlords themselves do not. Thus it is impossible to determine a warlord's vulnerability by observing which parts of the body it protects most heavily.

Warlords have an innate understanding of strategy and tactics, and will use their forces in the most efficient way possible. They will only rarely be taken in by feints or diversionary attacks. If foes retreat from the battlefield, the surviving warlords will decide, based on what they have learned of the attackers, whether their goal will be best served by letting the attackers flee, or by pursuing and destroying them before they can mount another attack.

Special Abilities

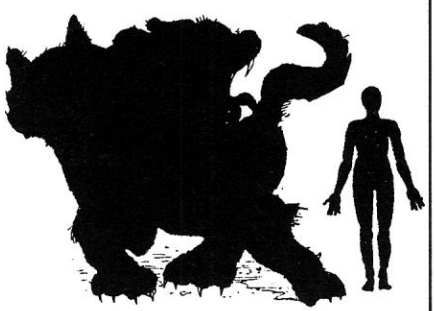
When nine warlords are protecting a mortal—a high priest of Sardoen, for example—they set up a defensive "causal field" around him. This causal field is primally reinforced by Sardoen himself. As long as the warlords remain within 100 yards of the mortal, any physical or magical attack that strikes the mortal inflicts no damage on him or her. Instead, the damage is inflicted upon a randomly selected warlord. The causal field remains in existence until the very last Warlord is destroyed. Only then can the mortal be harmed. Primally supported attacks negate this effect, however. This ability has a Power Rating of 75, plus one per Warlord in the causal field, to a maximum of nine. If a Warlord dies, the field strength diminishes by one.

And so did the face of Sardoen Battlemaster smile down upon his most high battle-priest. As the people looked on, so the Guardians, the Warlords, stood fast around him. Tall they were, the color of red sandstone. Their weapons gleamed in the sunlight, a beauteous array of edges and points, and the people's hearts were uplifted at the sight. And when the most high battle-priest went forth, the Guardians flanked him and warded him around. And the light of battle, the will of Sardoen Battlemaster, shown from their eyes, and all who looked upon them were sore afraid . . .

Book of Truth *(Sardoenic holy writings)*

WOLF OF FENRIS

Power Level	3	*Combat*	
		Unarmed Combat Skill	Master
Strength	35	Melee Weapon Combat Skill	n/a
Health	35	Missile Weapon Combat Skill	n/a
Reaction	25	*Damage Rank*	
Intelligence	15	Physical	Claw, 25 (1x); Bite, 25 (2x per head)
Destiny	15	Special Abilities	n/a
Presence	25	Defense Strength	25
Willpower	20	*Aptitudes*	
Size	3 yds	Magical Aptitude	n/a
		Mentalic Aptitude	n/a
Speed	67 yds/s	*Primal Cost*	
		To create	n/a
		To maintain	n/a



APPEARANCE

The Wolves of Fenris appear as huge, three-headed wolves about the size of a small elephant. They stand about 8 feet at the shoulder and are about 12 feet in length, weighing in at 1,500 pounds. Their smoky silver fur is very coarse, often tipped with black and bristling with energy. The creatures' red eyes burn maliciously. Their baying can be heard from great distances, and they smell of dust and blood.

Though Wolves of Fenris do not exude a particularly strong aura of fear, mortal animals are able to sense the creature's immortal ferocity. An animal who sees or smells a Wolf of Fenris will flee from it, even if flight will lead to its death. Animals can sense the presence of a Wolf of Fenris at many miles' distance and will show signs of terror. Untrained animals, or those naturally fearful, will flee from this distant presence whether or not they can see or smell the wolf. Trained animals, or creatures with higher natural morale, will still act edgy, uncomfortable, and easily provoked.

ORIGIN & BACKGROUND

There are many conflicting myths concerning the origin of the Wolves of Fenris. Some sages claim that the creatures were created by Garm, a godling serving Hela, the Norse Goddess of the Underworld. These sages believe that the legendary wolf Fenris itself was also involved in the process; no one knows whether Fenris was a willing or unwilling participant.

Another hypothesis, more widely held, is that the creatures are the result of a union between Fenris and some other creature of equivalent power. If this is the case, then the Wolves of Fenris arose naturally, as much as that word can be applied to such issues.

Whatever the truth of the matter, Wolves of Fenris seem to have only one purpose: to serve the godling Garm and do his bidding. The former group of sages take this as evidence that Garm created the wolves himself. Members of the other historical camp believe that Garm mastered and tamed the wolves after they had come into existence. After all, these sages point out, Garm has always been known as the Beast Master, and he possesses an uncanny ability to control animals and dominate their spirits.

Both groups agree that there are several thousand Wolves of Fenris in existence. Most of these can be found on Hela's home plane or acting as personal bodyguards for her more powerful servants. Rarely, Garm may grant the ability to summon a Wolf of Fenris to a particularly loyal and devout priest of Hela.

Behavior

Left to their own devices, Wolves of Fenris behave in many ways like normal wolves. They congregate in large packs of between 15 and 30 members. The leader is usually the most powerful male, although there are some matriarchal packs as well. A wolf becomes pack leader through challenge and combat; unlike normal wolves, Wolves of Fenris always continue this combat to the death.

Wolves of Fenris are fierce hunters, incredibly violent and rapacious. Once they have scented prey, they will use their magically enhanced speed and other abilities to hunt it until they drag it down. Unless specifically ordered by Garm or someone acting with Garm's direct authority, they will never turn away from a hunt. Wolves of Fenris show no fear of any mortal creature, no matter how powerful it may appear. They are intelligent enough to understand the powers wielded by immortal creatures such as deities, and so give these beings a wide berth unless ordered to act otherwise.

Combat

A Wolf of Fenris attacks by biting with its three sets of jaws and raking with its clawed front feet. The creature is intelligent enough to use its incredible speed to best advantage, often closing with an opponent before missile weapons—and sometimes even spells—can be brought into play. Because they excel at close melee combat, the wolves strongly prefer to fight one opponent at a time and will use one of their special abilities, described below, to force enemies into this kind of situation.

When operating under direct orders, Wolves of Fenris will fight to the death, never having to check morale.

Special Abilities

A Wolf of Fenris has the ability to "lock on" to a single opponent and force it into one-on-one combat. To achieve this, the wolf must face its opponent at a range of less than 10 feet and stare at it with all three heads. Instantly, the wolf and its opponent reality shift to an alternate reality, a pseudo-dimension with terrain identical to that of the original plane but barren of all other life. There the wolf is free to engage its opponent in mortal combat.



The pseudo-dimension of combat is totally removed from all other planes and dimensions. No planeshift or dimension shift spell can transport the opponent from the pseudo-dimension or call in assistance from elsewhere. Only primal energy can transcend the "reality boundary" around the pseudo-dimension. The wolf continues the combat until it is killed or its opponent is dead. As soon as one of the combatants is destroyed, the pseudo-dimension collapses and both combatants—one of them dead—are returned to normal reality.

Wolves of Fenris base most of their pack tactics around this ability, using it in conjunction with their excellent mobility so that the wolves all face and "lock on" to different targets simultaneously. This forces opponents like thieves and mages into the kind of toe-to-toe fight they usually struggle to avoid.

A Wolf of Fenris can accurately teleport, dimension shift, and planeshift at will, allowing it to unerringly follow an opponent trying to use similar abilities to escape. Garm can summon the wolves individually, by name, from virtually any location in the multiverse, and they will respond instantly to his call.

Beasts they may be, yet in many ways they act not like beasts. Other wolves may have a sly animal cunning that serves them well. But the great Wolves of Fenris have this and more. Those who have looked into their glowing eyes, if they live to tell, can relate that within burns an intelligence greater than that of many humans.

Aye, I have done so. I have looked into the eyes of a Wolf of Fenris and survived. To this day I recall the feeling that it was weighing my life on a balance in its black and fiery heart. It spared me simply because there was no reason to do otherwise. I was no threat; I was not the enemy it had been dispatched to counter.

Yet I often wonder how things would have gone had the beast been hungry . . .

Jarneel Taal, Autumn Words

ZORGAI

Power Level	10	*Combat*	
		Unarmed Combat Skill	Legendary-5
Strength	n/a	Melee Weapon Combat Skill	Legendary-5
Health	n/a	Missile Weapon Combat Skill	Legendary-5
Reaction	50	*Damage Rank*	
Intelligence	60	Physical	Varies
Destiny	60	Special Abilities	Varies
Presence	45	Defense Strength	Varies
Willpower	65	*Aptitudes*	
Size	Varies	Magical Aptitude	Legendary-8
		Mentalic Aptitude	Legendary-8
Speed	Varies	*Primal Cost*	
		To Create	n/a
		To Maintain	n/a

Appearance

A zorgai naturally changes its appearance, size, speed, and other capabilities each combat exchange. This appears to be a random shapechanging power but is, in fact, something different. Each combat exchange, the zorgai looks like a different creature—a human, a cat, a vampire, a dragon, a magitor, or something far, far stranger. They randomly shift forms among all natural creatures, existing or only potential, real or imagined. And, since the imagination involved is theirs, they can take on some fairly outrageous forms.

If it deems it necessary, a zorgai can take control of this form-shifting ability, picking a particular shape and set of attributes and maintaining it for as long is it likes. The creatures rarely do this unless forced by circumstances, however, believing that their random shifting better reflects the multiverse and their place within it.

Origin & Background

The zorgai are not creations, but naturally evolved creatures that arose from the inchoate energy that filled the multiverse at the dawn of time. Their abilities come from their natural kinship with the most powerful of all energy forms: raw primal energy. Because of this natural affinity for raw primal, many sages consider zorgai to be demigods in their own right.

There are only ten zorgai in existence. There have never been any more, and it seems unlikely that more will ever come into being. To this day, no one—no deity and definitely no mortal—has ever succeeded in destroying a zorgai. If one were to be destroyed, however, certain sages speculate that the basic structure of the multiverse would spontaneously create another zorgai, probably at some random location in a random plane, to maintain their numbers. Some sages also believe that if all the zorgai were to be destroyed then the entire multiverse would instantly come to an end. This is not a popularly held belief, however.

While creations are assigned a purpose by the deity who creates them, the zorgai chose their purpose, or perhaps the multiverse itself chose it for them; the effect is the same. Their sole goal is to keep the multiverse developing the same way it has been. They do this by continuously exploring, locating new planes of existence, and then "seeding" these new planes with appropriate physical laws, planar constants, and lifeforms. Few believe that the zorgai actually create these new forms of life. The most common belief is that they "transplant" lifeforms from other planes.

The zorgai are members of an association known as the Council of Destiny. This organization is a council composed of certain greater deities—the most powerful—and other creatures of immense power who have a great interest in maintaining the multiverse and allowing it to develop along the lines that have constrained its past evolution. The members of the Council of Destiny keep their membership roster inviolably secret. The zorgai are the only creatures known definitively to be members. It is thought that Thoth is also a member, but that has never been proven. As to the other members, there is nothing but guesswork.

BEHAVIOR In the course of their explorations, zorgai frequently come upon planes that have already been discovered by deities—perhaps exceptionally distant ones, or those that the deities involved have been concealing for some reason. When this occurs, the zorgai that discovers the



plane attempts to interfere in the deity's affairs long enough to confirm that the plane is stable in composition and ecology, and "acceptable" according to some set of criteria understood only by the zorgai themselves. If the plane is "unacceptable," the zorgai will make modifications until it meets the creature's criteria. If the owner of the plane is a demigod, all too often he or she has nothing to say in the matter. While a lesser or greater deity could easily eliminate an imprudent zorgai, the same cannot be said for demigods. Thus, the most common outcome is for the owner of the plane to back off, and then return when the zorgai is finished. Once the zorgai have arranged the plane appropriately, they will rarely visit it again. The demigods can then come in and modify it in whatever manner they see fit. It seems that the zorgai are less concerned with the ultimate fate of a new plane than they are about starting it off right. Predictably, this irritates or downright enrages many demigods, since it often costs them more energy, time, and effort to reconfigure a plane to the state they desire after the zorgai are through with it.

For their part, the zorgai tend to look on "mere" demigods with scorn. The zorgai dislike the frequency with which such immature deities disrupt perfectly good planes, but they rarely interfere directly, so long as the plane has been given a good start, of course.

From time to time, particularly militant demigods have take issue with the zorgai's interference in their affairs and have attacked the creatures. A zorgai will usually respond to such an attack with utter stupefaction, and then calmly and efficiently eliminate the attacker.

Powerful as they are, zorgai have no chance of surviving a scrap with a full deity, and they know it. For this reason, they never visit the home plane of a full deity, or any plane where a full deity is currently residing.

Zorgai communicate among themselves using a primally driven form of telepathy. This is not attenuated by distance, intervening matter, or even planar boundaries, and seems to be instantaneous. If they must communicate with other beings—which is rare—they assume a form that can use a communication mode the other beings can understand. The only time when zorgai will communicate with others is when there is a chance that someone knows the location of a plane the zorgai have missed.

Zorgai can use any form of transportation simply by assuming the reality of a creature that possesses that form. Regardless of the form they assume, they can teleport and planeshift at will and without error.

Travelers most frequently encounter zorgai on a newly discovered plane of existence. Very rarely, a zorgai will visit another plane, but usually just as a way-station on the way to its ultimate destination. It is impossible to summon or gate in a zorgai against its will, so they are almost never encountered on the main plane.

COMBAT Although extremely adept at it, Zorgai shun physical combat. With their control over the primal nature of reality, they have little need to fight it out toe to toe with an opponent. If for some reason they decide to do so, however, they simply assume the form of a creature with the attack and defense forms most appropriate. A zorgai inflicts and resists damage according to its form; in the form of a dragon it has the bite, claw, and tail attacks, breath weapon, magic use, magic resistance, and natural armor of a dragon. In terms of combat skill, however—its chance to actually hit a target—it always fights with Legendary rank. Any time that a zorgai assumes a new form, it regenerates all damage it may have suffered up to that point. As described below, a zorgai does not just take the form of another creature—it becomes that

creature. Since it can do this, it can also become an uninjured version of the creature.

Special Abilities

As mentioned above, zorgai appear to be shapeshifters. In fact, however, they do not just assume the form of another creature as do normal shapeshifters. They modify reality in a local manner so that, in one sense, they truly become the other creature. This is why they can appear as creatures that have no existence anywhere else in the multiverse.

Normally a zorgai shifts its form each combat exchange, assuming a random shape and set of abilities while still keeping its own mentality. If it wishes, however, it can control the pace of this change, and can select the form it wants to assume. For example, it could choose to become a dragon and remain as one for as long as it liked. At any point, should it be injured, it could choose to become an unwounded dragon.

Since this is not standard, magical shapeshifting, spells and weapons that affect normal shapeshifters have no effect whatsoever on zorgai.

Zorgai can, at will, alter the fabric of reality in their immediate vicinity. This is a sphere of influence ability with a base power rating of 100. They can change anything about their surroundings: gravity, temperature, weather, physical laws, planar constants, any change for which they have sufficient primal. Zorgai have 7,500 base and 810 flux.

It is this ability that makes them a match for demigods. A zorgai could batter down any primal shield a demigod could erect, and then use its sphere of influence power. No demigods would willingly contemplate having their spheres of influence changed, their planes' planar constants modified, their magical or combat abilities diminished, their levels of intelligence dropped to that of sponges, or their levels of health diminished to that of an invalid? A zorgai could do all of these things and more.

Lesser and greater deities could easily defeat a zorgai in direct combat. They could erect a primal shield much too powerful for the zorgai to overcome, then primally blast the creatures into oblivion. Deities are generally very conservative and cautious, however. Even though they could, without a doubt, defeat the zorgai, the creature could do an amazing amout of damage to the rest of the plane—the area outside the shield. Deities have a lot to lose, and thus will not enter into combat foolishly. For their part, the zorgai are too intelligent to start a fight they know they will lose.

If they assume a form that has magical or mentalic aptitude, Zorgai can use the abilities appropriate to that form at legendary rank, regardless of the ability rank of a normal example of that form.

"What can I say about the zorgai that hasn't already been said? They control reality itself, can alter it to suit their needs. They could, if they so wished, destroy the power base of any demigod in existence. The only reason that the demigods haven't hunted them down en masse and destroyed them is that the zorgai are allied with the Council of Destiny. And nobody—not even the greater deities—know who its members are. How would a god know whether his would-be ally is actually one of the Council of Destiny, working from within to destroy the alliance?

"Yes, the zorgai are as powerful as demigods, if not more so. Then why aren't they worshiped as demigods? I think the only reason is that they simply don't care about worshipers. They don't need the devotion of followers to give them power. And who would worship something that doesn't give a jar of warm spit if you worship it or not, hm?"

From a conversation with Pasca Decston, author of Speculations on the Nature of the Realities

INTEGRATION NOTES

Here are the suggested integration notes to assist you in using *Pawns* with your game system. Many of the most popular and some of the traditional game systems on the market are represented. If the system you use isn't represented here, we suggest reading the others to see if some other set fits well enough. Usually, a system is missing because we couldn't find anybody sufficiently familiar with the system to write the notes. If your favorite system is missing, and you think you could write the integration notes, drop us a line!

Now for some legal stuff. Except where noted, these integration notes are *not* to be considered official rules for their respective gaming systems, and were not developed in cooperation with the publisher of that game system. Furthermore, the publication of these suggestions should not be interpreted as an attempt to usurp or contest ownership of these game systems or their trademarks. All trademarks belong to their respective owners. For details on which trademarks and game systems belong to whom, we direct your attention to the back of the title page, where this information is laid out in detail.

The game systems are arranged alphabetically, and the order does not reflect any preference on the part of the authors or Wizards of the Coast. Now, on to the good stuff.

ADVANCED DUNGEONS & DRAGONS

Special thanks to Travis Casey, Randall R. Escoto, George Huber, Craig Janssen, Tadhg Kelly, Jeremy Lakatos, M. J. Ritch, and Ryk Erik Spoor for developing these integration notes.

ADVANCED DUNGEONS & DRAGONS (AD&D) is the system of rules by TSR that has formed the basis for numerous rules systems, campaigns, and supplements. These notes are designed for both the first and second editions of AD&D, and for DUNGEONS & DRAGONS (D&D) as well; the conversion notes for all these systems are identical except for the rules for mental abilities.

ATTRIBUTES Strength: Convert to AD&D Strength using Table 1.

Health: Convert to AD&D Constitution and hit dice using Table 1.

Reaction: Convert to AD&D Dexterity using Table 1.

Intelligence: Convert to AD&D Intelligence using Table 1.

Destiny: Convert to an AD&D saving throw bonus or penalty using this table:

Pawns Destiny	AD&D bonus/penalty to all saves
1–3	-2 penalty
4–7	-1 penalty
8–15	none
16–20	+1 bonus
21–30	+2 bonus
31–40	+3 bonus
41–50	+4 bonus
51 and up	+5 bonus

Presence: Convert to AD&D Charisma using Table 1.

Willpower: Convert to AD&D Wisdom using Table 1.

Table 1:

Pawns value	AD&D value	AD&D hit dice
0	3	1
1	4	1
2	5	2
3	6	2
4	7	3
5	8	3
6	9	4
7	9	4
8	10	5
9	10	5
10	11	5
11	11	6
12	12	6
13	12	7
14	13	7
15	14	8
16	15	8
17	16	9
18	17	9
19	18	10
20	19	10
25	20	20
30	21	30
35	22	40
40	23	50
45	24	60
50+	25	70

DMs who wish to make these creatures a bit tougher may choose to base hit dice on the creature's power level instead, giving each creature 10+(power level times 5) hit dice.

SIZE Convert *Pawns* size to an AD&D size class using the following table:

Pawns size(yds.)	AD&D size
<1	T(iny)
1	S(mall)
2	M(edium)
3–4	L(arge)
5–8	H(uge)
>8	G(argantuan)

SPEED Multiply *Pawns* speed by 3 to yield AD&D movement rate. A creature with a *Pawns* speed of 4 yards per second has an AD&D movement rate of 12".

COMBAT SKILL RATINGS Convert the creature's skill rating to an equivalent hit dice level on Table 2. For example, a creature with an unarmed skill rating of professional would attack as a monster with 13 hit dice in unarmed combat.

If the creature's actual hit dice level as computed from *Pawns* health is higher than the given hit dice rating, you may wish to use the actual hit dice figure instead.

DAMAGE SCALE *Pawns* damage rank converts to AD&D damage using the following table:

Pawns damage	AD&D damage
0	0
1–2	1d2
3–7	1d4
8–12	1d6
13–17	2d6
18–20	2d10
25	2d20
30	4d20
35	8d20
40	8d20 times 2
extra +5	extra times 2

ATTACK SPEED *Pawns* attack speed is equal to AD&D number of attacks per round, so a creature with an attack speed of 3x would get 3 attacks per round.

DEFENSE STRENGTH *Pawns* defense strength converts to AD&D armor class using the following table:

Pawns defense strength	AD&D AC	*Pawns* defense strength	AD&D AC
0–2	10	20	0
3–6	9	21–22	-1
7–10	8	23–24	-2
11–12	7	25–26	-3
13–14	6	27–28	-4
15	5	29–30	-5
16	4	31–32	-6
17	3	33–34	-7
18	2	35–36	-8
19	1	37–38	-9
		39–	-10

MAGICAL APTITUDE RATING Convert the creature's *Pawns* magical aptitude rating to an equivalent AD&D magic-user level using Table 2.

Table 2:

Pawns skill rating	AD&D equivalent level
Amateur	3
Veteran	8
Professional	13
Master	18
Legendary 1	25
Legendary 2	30
Legendary 3	35
. . .	. . .

If the creature has specific spells with specific skill ratings listed in its description, use this table to find an appropriate AD&D spell level for the spells:

Pawns skill rating	AD&D spell level
Amateur	1
Veteran	3
Professional	5
Master	7
Legendary (any)	9

MENTALIC APTITUDE RATING If you are using First Edition AD&D, convert the creature's mentalic aptitude rating to the various psionic statistics using the table below.

If you are using Second Edition AD&D, convert the creature's mentalic aptitude rating to an equivalent psionics level using Table 2.

If you are using D&D, which has no psionics system, this aptitude rating cannot be translated directly. Therefore, if the creature's mentalic aptitude rating is higher than its magical aptitude rating, you should use the creature's mentalic aptitude rating instead of its magical aptitude rating when calculating its magical abilities. If you use this method, a creature with a mentalic aptitude rating of master and a magical rating of amateur would cast spells as an 18th-level magic-user in D&D.

Pawns skill level	Attack modes	Defense modes	Psionic strength	Minor disciplines	Major disciplines
Amateur	1	2	60	2	0
Veteran	2	3	90	3	1
Professional	3	4	120	4	1
Master	4	5	150	4	2
Legendary 1	5	5	200	6	3
Legendary 2	5	5	250	8	4
Legendary 3	5	5	300	10	5
. . .	5	5	. . .	. . .	. . .

OTHER STUFF Give the creature a magic resistance equal to 5% times its *Pawns* power level. If the monster description mentions a high magic resistance for the creature, add an extra 25%.

ARS MAGICA

Special thanks to David P. Martin, Mike Minnotte, and Richard Tomasso for developing these integration notes.

ARS MAGICA is White Wolf's game of legendary magi and magic in a "mythic Europe" analogous to the historical Europe of the thirteenth century. For a discussion of how *Pawns* concepts might fit into an Ars Magica campaign, please see *The Primal Order.*

ATTRIBUTES *Pawns* strength converts to ARS MAGICA Strength using Table 1 below.

Pawns health converts to ARS MAGICA Stamina using Table 1 below.

Pawns reaction converts to ARS MAGICA Dexterity and Quickness using Table 1 below.

Pawns intelligence converts to ARS MAGICA Intelligence and Perception using Table 1 below.

Pawns destiny converts to ARS MAGICA Confidence; the creature's Confidence is equal to (destiny/5)-1, with a minimum of 0.

Pawns presence converts to ARS MAGICA Presence and Communication using Table 1 below.

Pawns willpower converts to ARS MAGICA Strong or Weak Will:

Pawns Willpower	ARS MAGICA Will
0–5	Weak Willed
6–15	Normal
16–25	Strong Willed
26–35	Strong Willed with +6 bonus
36–45	Strong Willed with +9 bonus
. . .	. . .

Table 1:

Pawns Value	ARS MAGICA Value
0	-5
1–2	-4
3–4	-3
5–6	-2
7–8	-1
9–11	0
12–13	+1
14–15	+2
16–17	+3
18–19	+4
20	+5
extra +5	extra +2
extra +10	extra +5

SIZE Since *Pawns* size measures only height and width while ARS MAGICA Size measures volume, assigning ARS MAGICA Size requires a judgment call by the Storyguide.

SPEED ARS MAGICA running Speed, in paces per second, is equal to *Pawns* speed. Since the average round is six seconds long, this means the creature can run approximately (6 times *Pawns* speed) paces in a round.

COMBAT SKILL RATINGS Convert to appropriate ARS MAGICA skill ratings using this table:

Pawns Skill Level	ARS MAGICA Skill Rating
Amateur	+0
Veteran	+3
Professional	+8
Master	+15
Legendary–1	+20
Legendary–2	+23
Legendary–3	+26
. . .	. . .

DAMAGE SCALE *Pawns* damage rank converts directly to ARS MAGICA damage. For example, a *Pawns* damage rank of 10 translates to an ARS MAGICA damage of +10.

ATTACK SPEED The *Pawns* attack speed of the attack the creature is using adds to its ARS MAGICA First Strike roll; use the table below to find this bonus.

Attack Speed	First Strike Bonus
1/2x	-3
1x	+0
2x	+4
3x	+8
4x	+12
. . .	. . .

DEFENSE STRENGTH *Pawns* defense strength converts directly into ARS MAGICA Protection.

MAGICAL APTITUDE RATING To find a creature's ARS MAGICA magic abilities, first use the following table to determine how many XP to give the creature for arts:

Pawns Aptitude Rating	ARS MAGICA XP in Arts
Amateur	75
Veteran	150
Professional	250
Master	400
Legendary-1	600
Legendary-2	800
. . .	. . .

Next, find the number of levels of spells to give the creature, and what proportion of those spells are mastered, using the following table:

Pawns Aptitude Rating	ARS MAGICA Levels of Spells	Proportion Mastered
Amateur	50	none
Veteran	150	up to 1/10
Professional	250	up to 1/8
Master	350	up to 1/5
Legendary	450	up to 1/4
Legendary–2	550	up to 1/3
. . .	+100	up to 1/3

Remember that a creature cannot know a spell whose Level is more than 10 points higher than its Technique+Form score for that spell. For creatures of master level and above, you may wish to take away 5 levels of spells for every spell the creature has mastered.

If the creature's description gives skill levels for specific spells it knows, choose a similar spell from the ARS MAGICA rulebook, or invent one. Use the following table to find an approximate ARS MAGICA level for the effect:

Pawns Level	ARS MAGICA Spell Level
Amateur	2
Veteran	10
Professional	20
Master	30
Legendary–1	40
Legendary–2	50
. . .	+10

You may also want to give the creature some Hermetic virtues and flaws to better match the creature's style of magic.

MENTALIC APTITUDE RATING Since ARS MAGICA has no separate mentalic system, mental skill should be converted into magic abilities, using the same tables used above for the magical aptitude rating, and adding the results to those given from the magical aptitude rating. For example, a creature with professional magic skill and veteran mentalic skill would have 250+150=400 XP in arts. You should concentrate this "mental magic" as much as possible on Mentem magic, and magic with Mentem requisites.

OTHER STUFF The creature's Might score should be equal to 15 times its power level. This is also approximately the number of points of *vis* that can be recovered from the creature's corpse. The Storyguide should determine the type of *vis*.

GURPS

Special thanks to R. Allan Baruz, Travis Casey, Bryan J. Maloney, Mark Phædrus, Laird Popkin, and Curtis Shenton for developing these integration notes.

The GENERIC UNIVERSAL ROLEPLAYING SYSTEM (GURPS) is the system of rules based on the GURPS *Basic Set* and expanded by several dozen sourcebooks and worldbooks, including *Fantasy, Magic, Cyberpunk, Horror, High-Tech, Space, Supers, Martial Arts,* and so forth. This set of GURPS conversion notes assumes that you are using the GURPS 3rd edition rules. The *Supers* sourcebook may be particularly helpful for implementing creatures' special powers, and the *Aliens, Fantasy Folk, Magic, Martial Arts,* and *Psionics* sourcebooks may be very helpful as well.

Due to the extremely high power level of the creatures in this book, we recommend that you don't worry about point totals, Unusual Background advantages, and so on.

ATTRIBUTES *Pawns* strength converts to GURPS ST using the table below.

Pawns health converts to GURPS HT using the table below.

Pawns reaction converts to GURPS DX using the table below.

Pawns intelligence converts to GURPS IQ using the table below.

Pawns attribute	GURPS attribute
0–3	3
4	4
5	5
. . .	. . .
19	19
20	20
25	40
30	80
35	160
. . .	. . .
50	1,280
. . .	(doubling with every extra 5)

Convert *Pawns* destiny to GURPS Good or Bad Luck using the following table:

Pawns destiny	GURPS Luck
0–3	Cursed
4–7	Unlucky
8–15	No effect
16–20	Luck
21–25	Extraordinary Luck
26–30	Ridiculous Luck
31–35	Super Luck (from GURPS *Supers*)
36–40	Super Luck + Luck
41–45	Super Luck + Extraordinary Luck
46–50	Super Luck + Ridiculous Luck

Convert *Pawns* presence to a GURPS reaction roll bonus or penalty using the following table. In GURPS terms, this could represent reputation, charisma, odious personal habit, status, or social stigma depending on the description of

the creature.

Pawns presence	GURPS +/- to reaction rolls
0	-3
1–3	-2
4–7	-1
8–12	-0
13–15	+1
16–20	+2
21–25	+4
26–30	+8
31–35	+12
extra +5	extra +4

Convert *Pawns* willpower to the creature's GURPS Will score, using the table given for ST/HT/DX/IQ above. To express this in GURPS terms, give the creature enough levels of Strong or Weak Will to bring its Will up or down to this level. For example, if a creature has an IQ of 13 and its *Pawns* willpower converts to 15, then give the creature two levels of Strong Will, to bring its Will up from 13 to 15.

SIZE GURPS size in hexes is equal to *Pawns* size.

SPEED GURPS move is equal to *Pawns* speed.

COMBAT SKILL RATINGS Use the table below to convert *Pawns* skill ratings to GURPS ratings:

Pawns skill rating	GURPS skill rating
Amateur	10
Veteran	14
Professional	18
Master	20
Legendary	25
Legendary–2	28
Legendary–3	31
Legendary–4	34
. . .	. . .

Unarmed Combat: If you are just using the GURPS *Basic Set*, give the creature Brawling at the listed skill level. If the creature seems like it would know some form of fighting similar to the martial arts, then give the creature either Karate or Judo skill at the listed skill level. If you are using GURPS *Martial Arts*, then give any creature with a skill rating of master or better the Trained by a Master advantage and a fighting style from GURPS *Martial Arts*.

Melee and Missile Combat: Give the creature the listed skill level in all appropriate weapons that it carries or uses.

DAMAGE SCALE *Pawns* damage rank converts to GURPS Thrust and GURPS Swing using the following table:

Pawns damage	GURPS Thrust	GURPS Swing
0	0	0
1	0	1d-5
2–4	1d-5	1d-5
5	1d-5	1d-4
6	1d-4	1d-4
7	1d-4	1d-3
8	1d-3	1d-2
9	1d-3	1d-1
10	1d-2	1d
11	1d-2	1d+1
12	1d-1	1d+2
13	1d-1	2d-1
14	1d	2d
15	1d	2d+1
16	1d+1	2d+2
17	1d+1	3d-1
18	1d+2	3d
19	1d+2	3d+1
20	2d	3d+2
25	4d	7d
30	8d	14d
35	16d	28d

If the creature is using a weapon covered in the GURPS rules, you may wish to use the damage value given in the GURPS rules instead.

ATTACK SPEED Divide the listed attack speed by two, and give the creature that many attacks per second. If you use this method, a creature with a 1x attack can use it once every other second, a 2x attack can be used once per second, and so on.

In some game worlds, particularly those where most players use light weapons and therefore attack once per second, this may yield speeds that are too slow. In this case, you may wish to use the attack speeds as listed, so a creature with a 2x attack could use it twice per second.

DEFENSE STRENGTH *Pawns* defense strength converts to GURPS PD and DR using the following table:

Pawns defense strength	GURPS PD	GURPS DR
0–3	0	0
4–7	1	1
8–11	2	2
12–13	2	3
14–16	3	4
17–19	3	5
20	4	6
25	5	12
30	6	24
35	6	48
. . .	6	. . .

MAGICAL APTITUDE RATING Convert the creature's *Pawns* magical aptitude rating to GURPS magical abilities using the table below:

Pawns aptitude rating	GURPS # of spells known	GURPS highest spell skill	GURPS ave. spell skill	GURPS Magery
Amateur	5–10	10	8	1
Veteran	10–20	14	10	2
Professional	20–40	18	14	3
Master	40–80	20	18	4
Legendary	80–160	25	20	5
Legendary–2	160–240	28	23	6
Legendary–3	240–320	31	26	7
. . .	. . .	. . .	. . .	. . .

The creature will know about 10% of its spells at the listed highest spell skill level and the rest at the average spell skill level. If you do not want to pick out tens or hundreds of spells for a creature, just decide on a few spells that it knows at the highest level and assume that it knows whatever other spells it needs at the average level. The creature will also have the level of Magery listed; the listed skill levels already include the Magery bonus.

If a creature's monster description lists specific spells, use the highest spell skill column to convert the spell's *Pawns* level to a GURPS skill level. If you use this method, a spell known at legendary–2 ability would be known at skill level 28 in GURPS.

MENTALIC APTITUDE RATING Amateur—Give the creature a Power of 4 in one or two categories of psionics, and a skill of 10 in 2 or 3 skills. Or give the creature a single skill Power of 8 and skill 12 in one skill.

Veteran—Give the creature a Power of 10 in one category and 1–4 in 2 or 3 others, and a skill of 14 in 9 or 10 skills.

Professional—Give the creature a Power of 12 in two categories and 5–8 in most others. The creature has all the skills in one category at skill 16, and most others at 12–14.

Master—Give the creature a Power of 15 in two categories and 10–12 in most others. The creature has all the skills in two categories at skill 18, and most others at 15–16.

Legendary—Give the creature a Power of 20 in all categories except Ansi-Psi, which no psionic creature would normally have, and give it all skills at 20.

Legendary–2 and up—For each additional legendary level, increase Power by 20 and skill by 3. If you use this method, legendary–3 converts to Power 60 and skill 26.

HÂRNMASTER

Special thanks to Jonathan Sari for developing these integration notes.

HÂRNMASTER is a skill-based system in which characters gain bonuses in various skils through experience. These bonuses are added to an appropriate attribute, after being multiplied by the necessary multiplier, to calculate a mastery level (ML) for determining success rolls on percentile dice.

ATTRIBUTES *Pawns* strength converts to HÂRNMASTER Strength using the table below.

Pawns health converts to HÂRNMASTER Endurance using the table below.

Pawns reaction converts to HÂRNMASTER Agility using the table below.

Pawns intelligence converts to HÂRNMASTER Intelligence using the table below.

Pawns destiny converts to HÂRNMASTER Aura using the table below, possibly modified by mental/spell abilities.

Pawns presence has no equivalent, though HÂRNMASTER Voice is roughly equivalent.

Pawns willpower converts to HÂRNMASTER Will using the table below.

Pawns	HÂRNMASTER	*Pawns*	HÂRNMASTER
0	3	11	11
1	4	12	12
2	5	13	12
3	6	14	13
4	7	15	13
5	8	16	14
6	9	17	15
7	9	18	16
8	10	19	17
9	10	20	18
10	11	25	35
		30	70

Every 5 *Pawns* points past 30, double the resultant HÂRNMASTER score.

HÂRNMASTER's Dexterity, Eyesight, Hearing, Smell/Taste, Touch, and Voice attributes have no direct *Pawns* equivalents; you will have to determine these values based on the description of the creature.

SIZE No translation is necessary.

SPEED Multiplying *Pawns* speed by 3 gives HÂRNMASTER Speed. Multiplying *Pawns* speed by 15 gives HÂRNMASTER Mob.

COMBAT SKILL RATING Unarmed combat skill translates to Unarmed skill using the table below. Melee and missile combat skills translate to skill in the creature's specific weapons using the table below.

Skill title	Skill level
Amateur	OML–OML+20
Veteran	OML+20–OML+40
Professional	OML+40–OML+60
Master	OML+60–OML+80
Legendary–1	OML+80–OML+100
Legendary–2	OML+100–OML+120
. . .	. . .

DAMAGE SCALE Converting *Pawns* damage to HÂRNMASTER is tricky. The HÂRNMASTER damage tables are set up so that the same amounts of damage of different types have different effects; this is realistic, but makes it difficult to allocate damage based on *Pawns* damage rank, which doesn't specify damage types. Therefore, it is up to your discretion what type of damage each particular attack causes, and you can translate it using the appropriate table for the type you choose.

Optionally, for simplicity, you could use just the Edge/Tear values for all forms of damage.

Pawns Damage Rank	Edge/ Tear	Point(Stab)/ Blunt(Squeeze)	Fire/ Frost
0	no damage	no damage	no damage
1–2	0	0	0
3–4	1	1	1
5–6	2	2	2
7	3	2	2
8	4	3	3
9	5	3	3
10	6	4	4
11	6	4	4
12	7	5	4
13	7	5	5
14	7	6	5
15	8	6	5
16	8	7	6
17	8	7	7
18	9	8	7
19	10	9	8
20	11	10	8
21	12	11	9
22	13	12	10
23	14	13	11
24	15	14	12
25	17	15	13
26	18	16	14
27	20	18	15
28	22	19	17
29	24	21	18
30	26	23	20
35	40	35	30
40	60	53	45
45	90	80	68
50	125	120	100
55	187	180	150
60	280	270	225
65	420	405	340
70	630	607	510

To extend this table, add 50% of the previous value for every 5 *Pawns* points above 40, or 8% of the previous value for every *Pawns* point above 40, so that the value of a *Pawns* damage rank of 45 is 1.5 times the value of a *Pawns* damage rank of 40.

In general, the equation for translation is: The value at 20 times 1.5 to the power of ((*Pawns* value - 20) / 5).

ATTACK SPEED *Pawns* attack speed translates into a bonus or penalty to HÂRNMASTER initiative. A creature with an attack speed of 2x receives a +10 bonus to initiative; a 3x attack speed gives a +20 bonus, and so on, with every 1x increase giving an extra +10. Likewise, an attack speed of 1/2x gives a -10 penalty to initiative, a 1/3x gives a -20 penalty, and so on. This assumes that the creature has only one attack form; for creatures with multiple attack forms that can be used at once, add the attack speeds together and use the sum to determine the initiative bonus. For example, a creature with a 2x claw attack and a 1x bite attack has a total attack speed of (2x+1x)=3x, which converts to a +20 bonus to initiative.

DEFENSE STRENGTH Converting *Pawns* defense strength to HÂRNMASTER suffers the same problem as converting damage rank. It is probably better for you to make judgments for each creature, but we will provide some reasonable values if you don't want to take the time. In many cases, natural armor does not cover the eyes. Additionally, it may make sense for some creatures with very high defense strength values to be affected only by enchanted weapons.

Pawns DS	Edge	Tear	Point	Blunt	Squeeze	Fire/Frost
0	0	0	0	0	0	0
1	1	1	0	0	0	1
2	1	1	1	1	1	1
3	2	2	1	1	1	2
4	2	2	2	2	2	2
5	3	3	2	2	2	2
6	3	3	2	3	2	3
7	4	3	3	3	2	3
8	4	4	3	4	3	3
9	5	4	3	4	3	4
10	5	5	4	5	4	4
11	6	5	4	5	4	5
12	6	6	5	5	4	5
13	7	6	5	6	4	5
14	7	7	5	6	5	5
15	8	7	6	6	5	6
16	9	8	6	6	5	6
17	10	8	6	7	6	6
18	10	9	7	7	6	6
19	11	10	8	7	7	7
20	12	11	9	8	8	7
21	13	12	10	9	9	8
22	13	12	11	10	10	9
23	14	13	12	11	11	10
24	15	14	13	12	12	11
25	16	15	14	13	14	12

This table uses the same 50% increase scheme per 5 *Pawns* points as the damage table.

MAGICAL APTITUDE RATING Specific magic-using abilities correspond to magic (Shek-Pvar) skills using the skill table. Overall magic-using ability is best represented by skill with multiple spells. An amateur magic-user will have (Intelligence+Aura) Spell Levels of amateur or veteran skill. A veteran magic-user will have ((Intelligence times 2)+Aura) spells of amateur, veteran, and professional skill. A professional magic-user will have ((Intelligence times 3)+Aura) spells of amateur, veteran, professional, and master levels. A master magic-user will have ((Intelligence times 4)+Aura) spells of veteran, professional, master, and legendary levels. A legendary magic-user of any legendary level will have most available spells at professional skill level or better.

It may be appropriate for some creatures to have a convocation, at your discretion. Because of the dependence of magic on Aura, some creatures may have insufficient Aura, based solely on the *Pawns* destiny statistic, to warrant their abilities. Therefore, Aura may demand some minor modification.

MENTALIC APTITUDE RATING Mental abilities correspond to psionic skills using the skill table, much the same as magic-using abilities.

HERO

Special thanks to Keith "Puma" Andreano, Dustin Laurance, Bryan J. Maloney, Andrew Osterburg, Richard Tomasso, and Tom Wylie for developing these integration notes.

The HERO System is the system of rules that forms the basis for the *Champions, Fantasy Hero, Western Hero, Ninja Hero, Star Hero, Justice Inc.*, and *Danger International* games by Hero Games and Iron Crown Enterprises Inc.

ATTRIBUTES *Pawns* strength is equal to HERO STR.

Pawns health is equal to HERO CON.

Pawns reaction is equal to HERO DEX.

Pawns intelligence is equal to HERO INT.

Pawns presence is equal to HERO PRE.

Pawns willpower is equal to HERO EGO.

Pawns destiny is converted to HERO Luck or Unluck using the following table:

Pawns Destiny	HERO Luck/Unluck
0–1	3d6 Unluck
2–4	2d6 Unluck
5–7	1d6 Unluck
8–12	nothing
13–17	1d6 Luck
18–20	2d6 Luck
25	3d6 Luck

Each extra 5 destiny points over 25 yield an extra 1d6 Luck.

SIZE Divide *Pawns* size by 2 to find HERO size in hexes. The creature's *Pawns* height may also be converted into Growth or Shrinking levels, using the Growth/Shrinking tables in the HERO rulebook. For instance, an 8-yard-tall creature (8 meters for HERO purposes) would have 30 points of Growth and the resulting changes to mass, BODY/STUN, and so on. A 1/2-yard tall creature would have 20 points of Shrinking and the resulting changes to mass, etc.

SPEED To find the creature's HERO inches of movement per phase, take its *Pawns* speed, multiply it by 6, and divide it by the creature's HERO SPD as converted above. If you use this method, a creature with a *Pawns* speed of 10 and a HERO SPD of 3 would have a HERO movement rate of (10 times 6)/3=20".

COMBAT SKILL RATINGS *Pawns* combat skill ratings convert to a bonus or penalty to the creature's OCV or skill rolls, using the following table:

Pawns Skill Rating	Bonus/Penalty to OCV or Skill Roll
Amateur	-3
Veteran	+0
Professional	+2
Master	+4
Legendary–1	+6
Legendary–2	+8
. . .	. . .

DAMAGE SCALE Since there are so many options for HERO attacks (normal versus killing damage, armor-piercing, increased stun multiple, and so on), these integration notes can't precisely convert *Pawns* damage ranks into HERO equivalents; you will have to make a judgment call regarding which options are appropriate. You should use the number of active points listed on the table below to design the creature's attack:

Pawns Damage Rank	HERO Active Points
0–2	0
3–5	5
6–8	10
9–10	15
11–13	20
14–15	25
16–18	30
19–20	35
25	45
30	55

Each extra 5 *Pawns* damage ranks add an additional 10 active points to the HERO attack. GMs running *Champions* campaigns may wish to raise this rate of increase.

ATTACK SPEED Double the *Pawns* attack speed to get HERO SPD; maximum SPD is 12. Use the sum of the creature's attack speeds for these calculations; for example, if a creature has a 1x attack and a 2x attack that it can use simultaneously, its total attack speed would be 3x, so its SPD would be 6.

DEFENSE STRENGTH HERO PD and ED are equal to *Pawns* defense strength, so a creature with a *Pawns* defense strength of 30 would have PD 30 and ED 30. Exactly how much of this PD and ED is resistant is up to you to decide based on the description of the creature; making half of this PD and ED resistant will be appropriate for most creatures. If you use this method, a creature with a 30 *Pawns* defense strength might have a resistant PD of 15 and a non-resistant PD of 15.

MAGICAL APTITUDE RATING Convert to appropriate powers, or to a Variable Power Pool using the number of active points listed on the table below. We suggest the following advantages/limitations to Control Pool: Limited Special Effect (based on description of monster's magic ability) : -1/2; No Skill Roll Required: +1.

Pawns Aptitude Rating	HERO Active Points
Amateur	20
Veteran	30
Professional	40
Master	60
Legendary–1	80
Legendary–2	100
Legendary–3	120
. . .	. . .

MENTALIC APTITUDE RATINGS Convert these in the same way that magical aptitude is converted.

PALLADIUM

Special thanks to Jesse Mundis, Jonathan Sari, and Steven H. Underwood for developing these integration notes.

The PALLADIUM system is the system of rules by Palladium Books that forms the basis for the *Palladium Fantasy Role-Playing Game, Teenage Mutant Ninja Turtles, Heroes Unlimited, Ninjas and Superspies, Robotech, Beyond the Supernatural,* and *Rifts.* These notes are designed for the *Palladium Fantasy Role-Playing Game,* but you may be able to adapt them for use with the other games in the line as well.

ATTRIBUTES *Pawns* strength converts to PALLADIUM PS using Table 1 below.

Pawns health converts to PALLADIUM PE using Table 1 below.

Pawns reaction converts to PALLADIUM PP using Table 1 below.

Pawns intelligence converts to PALLADIUM IQ using Table 1 below.

Pawns destiny converts to PALLADIUM saving throw bonuses using the special table below:

Every point over 15 is a % + to save vs coma & death

0–10	Nothing
11–15	+1 save vs. poison
16–25	+1 save vs. all magic
26–30	+1 save vs. insanity
31–35	+1 save vs. psionics
36–50	+2 all saves
51–65	+3 all saves
66–80	+4 all saves
81–95	+5 all saves
96+	+6 all saves

Note that this chart is quasi-cumulative, like an HTH chart, and note as well that these bonuses are in addition to any other bonuses to save.

Pawns presence converts to PALLADIUM MA using Table 1 below.

Pawns willpower converts to PALLADIUM ME using Table 1 below.

Table 1:

Pawns	PALLADIUM
0	3
1–2	4
3–4	5
5	6
6	7
7	8
8	9
9	10
10–11	11
12–13	12
14–15	13
16	14
17	15
18	16
19	17
20	18
21	19
22	21
23	22
24	23
25	25
26	26
27	27
28	28
29	29
30+	30

For attribute values significantly exceeding 30, just assume that the creature can do whatever it wants to in that area.

SIZE Since PALLADIUM has no size attribute, *Pawns* size is not used except to flesh out the description of the creature.

SPEED Multiply *Pawns* speed by 3 to obtain PALLADIUM Spd.

COMBAT SKILL RATINGS Unarmed skill: Translates to PALLADIUM HTH skill using the chart below.

Melee skill: Translates to PALLADIUM WP skill using the chart below. In general, you should use the soldier tables for the creature's proficiencies, though of course you may choose to use other tables if they seem more appropriate.

Missile skill: Translates to PALLADIUM missile weapon WP skill using the chart below.

Combat Skills

Pawns	PALLADIUM
Amateur	2nd
Veteran	4th
Professional	7th
Master	10th
Legendary	15th
Legendary–2	20th
. . .	. . .

DAMAGE SCALE Convert *Pawns* damage rank to PALLADIUM figures using the following table:

Pawns	PALLADIUM
0	0
1	1
2–3	1–3
4–5	1–4
6–9	1–6
10	1–8
11	1–8 +1
12	1–8 + 2
13	1–10
14	1–12
15	2–12
16	2–12 + 1
17	2–16
18	2–16 + 1
19	3–18
20	3–18 + 2
25	6d6
30	12d6
35	24d6
. . .	. . .

ATTACK SPEED PALLADIUM attacks per round is equal to *Pawns* attack speed, so a creature with a 3x attack speed can attack three times per round with that attack.

DEFENSE STRENGTH Convert *Pawns* defense strength to PALLADIUM AR using the following table:

Pawns DS	PALLADIUM Natural AR	*Pawns* DS	PALLADIUM Natural AR
0	5	12	12
1	6	13	13
2	6	14	14
3	7	15	14
4	7	16–7	15
5	8	18–19	16
6	8	20–24	17
7	9	25–29	18
8	9	30–39	19
9	10	40–49	Weapons must be "+1 to strike" or better to hit
10	10	50–59	Weapons must be "+2 to strike" or better to hit
11	11	. . .	. . .

MAGICAL APTITUDE RATING Convert to proficiency level and number of spells known using the chart below. All creatures with any magic skill automatically know all the "common knowledge" spells.

MENTALIC APTITUDE RATING Convert to proficiency level and percentage of psionic abilities using the chart below. See the PALLADIUM rules for minor psionics.

Pawns Aptitude Rating	Level of Profiency	% Psionic Abilities	# of Spells/Effective Casting Level
Amateur	2nd	60%	common + 3 / 4
Veteran	4th	60%	common + 12 / 8
Professional	7th	100%	common + 20 / 14
Master	10th	100%	common + 40 / 20
Legendary	15th	100%	common + 90 / 30
Legendary–2	20th	100%	common + 140 / 40
. . .	. . .	. . .	. . .

OTHER STUFF PB should be determined based on the description of the creature.

In general the HP of a creature should be its PE + 1d6 per level of the type of skill of which it has the most (magical, psionic, or weapon). However, for creatures with a health (PE) value off the scale, a slight adjustment is necessary. For every 5 points above 30, the base value for HP doubles. For example, a 15th level creature with a PE of 40 would have (30 times 2 times 2) = 120 + 15d6 hit points.

ROLEMASTER

Special thanks to Andrew C. Durston, George Huber, Michael R. Smith, and Ryk Erik Spoor for developing these integration notes.

ROLEMASTER is a system of rules for fantasy roleplaying by Iron Crown Enterprises (ICE). It is mostly compatible with the *Spacemaster* and *Cyberspace* systems, also by ICE, and a simplified subset of the ROLEMASTER rules also make up the MIDDLE EARTH ROLE PLAYING SYSTEM (MERP).

These notes are written for ROLEMASTER and for MERP. Although the term "ROLEMASTER" is generally used in these notes, the conversions apply to both ROLEMASTER and MERP, except in those sections in which different rules are given for ROLEMASTER and for MERP.

ATTRIBUTES All of these attributes are converted using the "MERP/RM Attribute" column on Table 1.

Pawns strength converts to MERP or ROLEMASTER Strength.

Pawns health converts to MERP or ROLEMASTER Constitution.

Pawns reaction converts to MERP Agility, or to ROLEMASTER Agility and Quickness. Also, use the "Bonus" column of Table–1 to find the creature's Maneuver Bonus (MN).

Pawns intelligence converts to MERP Intelligence, or to ROLEMASTER Memory and Reasoning.

Pawns destiny converts to MERP or ROLEMASTER Intuition.

Pawns presence converts to ROLEMASTER Presence.

Pawns willpower converts to ROLEMASTER Self Discipline.

If using MERP, take the average of the creature's *Pawns* presence and willpower, and convert that average to MERP Presence. If using ROLEMASTER, take the average of the creature's *Pawns* intelligence and willpower, and convert that average to ROLEMASTER Empathy.

Table 1:

Pawns Attribute	MERP/RM Attribute	Bonus	PP/Level	Quickness Attribute
0	1–2	-20	0	30
1–2	3–4	-15	0	35
3–4	5–9	-10	0	40
5–6	10–24	-5	0	45
7–8	25–74	0	0	50
9–10	75–89	+5	1	55
11–12	90–94	+10	1	60
13–14	95–97	+15	2	65
15–16	98–99	+20	2	70
17–18	100	+25	3	75
19–20	101	+30	3	80
30	107	+60	6	160
40	119	+120	12	320
50	143	+240	24	640
60	191	+480	48	1,280
70	287	+960	96	2,560
80	477	+1,920	192	5,120
90	863	+3,840	384	10,240
100	1,631	+7,680	768	20,480

SIZE To determine the creature's ROLEMASTER size category, and which criticals to use, take the creature's total height or length (whichever is larger), and consult the table below:

Height/Length (yards)	RM Size Category	Criticals
under 1 ft.	T(iny)	Regular
1	S(mall)	Regular
2	M(edium)	Regular
3	L(arge)	Regular
4–5	L(arge)	Large creature
6	L(arge)	Super-large creature
7+	H(uge)	Super-large creature

Only use the critical modification given here if it is better than the one given by defense strength.

SPEED In ROLEMASTER, a creature's base movement rate is determined by its quickness and its height.

To find the creature's quickness, use its *Pawns* reaction attribute and look in the "Quickness" column in Table 1.

To find the height modifier to this movement rate, take the creature's height or length (whichever is larger), subtract 2 yards, and multiply the result by 30, or use the table below. Add this modifier to the quickness rate from Table 1 to find the creature's final base movement rate, in feet per round.

Height/Length (yds.)	Modification
1	-30
2	0
3	+30
4	+60
5	+90
10	+240
20	+540
30	+840
. . .	. . .

To find the creature's maximum pace, first multiply its *Pawns* speed by 30 to find the creature's maximum speed in feet per round. Now divide this maximum speed by the base movement rate you just found, and use the following table:

Max Speed/Base Speed	Max Pace
5.0 or greater	Dash
3.6–4.5	Fast Sprint
2.6–3.5	Sprint/Fast Run
1.8–2.5	Run
1.3–1.7	Fast Walk/Jog
1.2 or less	Walk

To find the creature's MS and AQ, take the base movement rate you found above, and use the following table:

Base Rate	Speed Category	MS (Base)	MS(Flee/ Evade)	AQ(Charge/ Lunge)	AQ FSP)
1–15'/rnd	Inching	-25	0	0	5
16–30	Creeping	-20	0	0	10
31–45	Very Slow	-10	0	0	20
46–60	Slow	0	0	0	50
61–75	Medium	+10	5	-5	85
76–100	Medium Fast	+20	10	-10	97
101–125	Fast	+30	15	-15	101
126–155	Very Fast	+40	20	-20	110
156+	Blindingly Fast	+50	25	-20	120

For the meaning of the above abbreviations, consult *Creatures and Treasures.*

COMBAT SKILL RATINGS Convert *Pawns* skill ratings to MERP or ROLEMASTER equivalents using the following table. The Offensive Bonus given does not include any modifications due to attributes; you should add these in if

necessary.

Pawns Skill Class	Approx. RM Level	Offensive Bonus (OB)
Amateur	2	36
Veteran	7	79
Professional	15	135
Master	25	149
Legendary–1	35	157
Legendary–2	45	166
Legendary–3	55	177
Legendary–4	65	188
Legendary–5	75	198
. . .	. . .	. . .

DAMAGE SCALE Since damage calculations in ROLEMASTER involve so many factors, it is nearly impossible to systematically convert *Pawns* damage figures, which do not reflect many of the factors ROLEMASTER considers. For that reason, we recommend that you ignore the listed *Pawns* damage figures and compute the attack's Offensive Bonus (OB) normally and as described in the rest of these conversion notes.

For those situations in which you want a "quick and dirty" OB calculation, or when there's not enough information given to compute the OB, use the following table to convert *Pawns* damage directly to ROLEMASTER OB:

Pawns Damage	ROLEMASTER OB
0	-25
5	25
10	75
15	125
20	175

For every additional 5 *Pawns* damage points past 20, add an additional 10 to the OB.

ATTACK SPEED *Pawns* attack speed is equal to the number of attacks the creature can make with that attack each round. Therefore, a creature with a 2x bite attack can attack with that bite twice per round.

DEFENSE STRENGTH The creature's ROLEMASTER armor type is equal to its *Pawns* defense strength attribute, with a minimum armor type of 1 and a maximum of 20.

In addition, the creature's *Pawns* defense strength is used to determine how well the creature can resist an attack, as shown on the following table.

Pawns Defense Strength	Effect
0	+0 DB
1	+5 DB
2	+10 DB
3	+15 DB
4	+20 DB
5	+25 DB
6	+30 DB
7	+35 DB
8	+40 DB
9	+40 DB, reduce criticals by one level
10	+45 DB, reduce criticals by one level
11	+50 DB, reduce criticals by one level
12	+40 DB, reduce criticals by two levels
13	+45 DB, reduce criticals by two levels
14	+50 DB, reduce criticals by two levels
15	+40 DB, use large creature criticals
16	+45 DB, use large creature criticals
17	+50 DB, use large creature criticals
18	+40 DB, use super-large creature criticals
19	+45 DB, use super-large creature criticals
20	+50 DB, use super-large creature criticals

For every point of *Pawns* defense strength over 20, add an extra 5 to the DB. The modifications to criticals from size (described under "Size") and from defense strength are *not* cumulative; use the best result from the two tables and ignore the other result. For example, if you have a 6-yard-tall creature for which the table tells you to use super-large creature criticals, and this creature has a defense strength of 10, for which the table tells you to reduce criticals by one level, you would ignore the one-level reduction and use the super-large creature criticals instead. The creature would still get the +40 bonus to DB its defense strength gives it, however.

MAGICAL APTITUDE RATING For magical attacks, in addition to the skill rating of the creature, it is necessary to determine if the creature is a pure/hybrid, semi-, or non-caster for the purposes of determining its base OB, its directed spell OB, and the total number of spell picks available for that creature. These classifications are described below:

Pure/Hybrid is a creature whose best combat skill is at least four *Pawns* skill classes below its magical aptitude.

Semi is a creature whose best combat skill is within three *Pawns* skill classes of its magical aptitude.

Non is a creature whose best combat skill is at least four *Pawns* skill classes above its magical aptitude.

For example, a creature with a legendary–1 magical aptitude would be a pure caster if its best combat skill was amateur (four steps below) or worse, a non-caster if its best combat skill was legendary–5 (four steps above) or better, and a semi-caster if its best combat skill was anything in between. The following table gives the directed spell and base spell OBs for the different types of casting

capabilities:

Pawns Aptitude	Appx RM Level	Pure/Hybrid DSp OB	Pure/Hybrid B OB	Semi-Caster DSp OB	Semi-Caster B OB	Non-Caster DSp OB	Non-Caster B OB
Amateur	2	36	2	30	2	5	0
Veteran	7	79	7	58	7	10	0
Professional	15	125	15	80	15	25	0
Master	25	150	25	90	25	40	0
Legendary–1	35	160	35	100	35	52	0
Legendary–2	45	170	45	110	45	60	0
Legendary–3	55	180	55	120	55	66	0
Legendary–4	65	190	65	130	65	71	0
Legendary–5	75	200	75	140	75	75	0
. . .	. . .	. . .	. . .	. . .	. . .	. . .	. . .

Notes: "DSp OB" is Directed Spell Offensive Bonus. "B OB" is Base Spell Offensive Bonus.

Number of Spell Lists Available

The number of spell lists that a creature has available to it is a function of its skill level in magic and its caster type:

Pawns Aptitude Rating	Total Picks Pure/Hybrid	Semi	Non
Amateur	5	3	0
Veteran	12	7	1
Professional	23	15	3
Master	38	25	5
Legendary–1	53	35	7
Legendary–2	68	45	9
Legendary–3	83	55	11
Legendary–4	98	65	13
Legendary–5	113	75	15
. . .	. . .	. . .	. . .

MENTALIC APTITUDE RATING Use the above magical attack table, but with the following limitations:

Amateur and veteran: Limit the creature to A/C picks from 2 fields and use the semi-caster pick column for the total number of picks.

Professional: Limit to A/C picks from all fields and use the semi-caster pick column for the total number of picks.

Master: Limit to B/D picks from all fields and use the pure/hybrid caster column for the total number of picks.

Legendary: Limit to B/D/E picks from all fields and use the pure/hybrid column for the total number of picks.

Use *Pawns* willpower as the prime stat for determining the creature's power points.

OTHER STUFF *Level:* Use the creature's *Pawns* power level to obtain its MERP or ROLEMASTER level. Use Column A if 50 is considered the high end for mortals and deities are around 200th level, as in *Shadow World;* use Column B if deities can go up to 500th level (MERP).

Pawns	A	B
1	50G	50I
2	69G	100I
3	88G	150I
4	107G	200I
5	126G	250I
6	145G	300I
7	164G	350I
8	183G	400I
9	202G	450I
10	220G	500I

For level variation in column B use the following guidelines:

	Roll Level Variation
01–25	-1d50 levels
26–75	use average levels
76–100	+1d50 levels

Hit Points: To calculate a creature's base hit points, first multiply its level by 5, assuming one rank on body development per level, using 1d10 for hit point determination. Next add 10% of the creature's MERP or RoleMaster Constitution to this number. Finally, modify the total by the size of the creature: Large creature—+150, Huge creature—+250.

The total is the creature's base hit points. If the creature's magical aptitude rating is professional or under, double this number.

To calculate a creature's total hit points, use its *Pawns* health attribute, and find the bonus given in the "Bonus" column on Table 1. Then apply the following formula: Total hit points = Base hit points times (1 + (Bonus/100)). If you use this method, a creature with 200 base hit points and a bonus from Table 1 of +60 would have 200 times (1+(60/100))=320 total hit points.

You must determine the other encounter statistics (number per encounter, treasure, bonus EP, and outlook) based on the description of the creature given in the text.

RUNEQUEST

Special thanks to Loren Miller and Curtis Shenton for developing these integration notes.

RuneQuest is Chaosium's system of rules that forms the basis for a family of games, including RuneQuest 3 (published by Avalon Hill), *Stormbringer,* and *Call of Cthulhu.* While these conversion notes are primarily designed for 3rd edition RuneQuest they should also work for the rest of this family of games.

SIZE RuneQuest SIZ is used for both mass and length, and *Pawns* size does not reflect mass, so conversion from *Pawns* will require a judgment call by the GM. As a guideline, use the largest *Pawns* size for the creature you are converting, and multiply that size by 8 if the creature is roughly humanoid, by 12 if it has between four and six legs, or by 20 if the creature is especially dense or compact.

ATTRIBUTES *Pawns* strength converts to RuneQuest STR using the table below.

Pawns health converts to RuneQuest CON using the table below.

Pawns intelligence converts to RuneQuest INT using the table below.

Either *Pawns* destiny or *Pawns* willpower, whichever is higher, converts to RuneQuest POW using the table below. *Pawns* reaction converts to RuneQuest DEX using the table below.

Pawns presence converts to RUNEQUEST APP using the table below.

Pawns	RUNEQUEST
1	1
2	2
3	3
. . .	. . .
14	14
15	15
16–17	16
18–19	17
20	18
25	36
30	72
35	144
. . .	. . .

Optional: The RUNEQUEST attribute scores generated by *Pawns* scores beyond 25 may be too high for some campaigns. Instead of doubling the RUNEQUEST score for each 5 *Pawns* points beyond 25, you may wish to consider adding 18 points instead. If you use this method, a *Pawns* score of 30 would then convert to a RUNEQUEST score of 54, 35 would convert to 72, and so on.

SPEED Divide the creature's *Pawns* speed by two to find the creature's RUNEQUEST movement rate.

COMBAT SKILL RATINGS Unarmed Combat: Give the creature a skill in fist and/or kick (or the equivalent) at the skill level listed on the table below, and martial arts skill equal to half that.

Melee and Missile Combat: Give the creature the skill level listed on the table below in all weapons that the creature carries or uses.

Pawns Skill Rating	RUNEQUEST Skill Rating
Amateur	60%
Veteran	80%
Professional	100%
Master	120%
Legendary	150%
Legendary–2	180%
Legendary–3	210%
. . .	. . .

Note: This is the highest skill level the creature has in one or two weapons, attacks, or skills; the bulk of its other attacks or skills are about 30 percentiles lower.

DAMAGE SCALE *Pawns* damage rank converts to RUNEQUEST damage using the following table:

Pawns Damage	RUNEQUEST Damage	*Pawns* Damage	RUNEQUEST Damage
0	0	15	2d6
1	1	16	2d6+1
2	1d2	17	2d8
3	1d3	18	2d6+2
4–7	1d4	19	2d8+2
8–9	1d4+1	20	3d6
10	1d6	25	6d6
11	1d6+1	30	12d6
12	1d8	35	24d6
13	1d8+1	. . .	. . .
14	1d10		

DEFENSE STRENGTH *Pawns* defense strength converts to RUNEQUEST Armor Points using the following table:

Pawns Defense Strength	RUNEQUEST Armor Points
0–4	0
5–9	1
10–11	2
12–14	3
15	4
16	5
17–18	6
19	7
20	8
25	16
30	32
35	64
. . .	. . .

ATTACK SPEED Divide the *Pawns* attack speed by two, round up, and give the creature this many attacks. For the purpose of figuring out SR, treat each of these attacks as totally separate, ignoring the fact that the creature is making other attacks. If you use this method, for example, a creature that has a *Pawns* attack speed of 3x with an attack can make 2 separate attacks against the same foe with that attack. This is in addition to using the standard RUNEQUEST rules for separating your attacks against foes when you have a skill level of over 100%.

MAGICAL APTITUDE RATING There are three schools of magic in RUNEQUEST: spirit magic, divine magic, and sorcery. You must decide which of these schools is most appropriate for the creature. As a rough rule of thumb, if the creature largely relies on physical rather than magical prowess, give it spirit magic; if it relies on magic, then give it sorcery; if it has close ties to a deity or is somewhat divine itself, then give it divine magic. After deciding which type of magic to give the creature, find its power level on the appropriate column of the table below:

Pawns Aptitude Rating	RQ Total Number of Spells	Points in Spirit Magic	Points in Divine Magic	Total Percentiles in Sorcery Spells
Amateur	1–4	1–4	0	80
Veteran	5–10	6–12	1–4	300
Professional	8–14	10–18	2–8	500
Legendary	15–20	18–25	9–15	1,000
Legendary–2	20–30	26–30	15–25	1,500
Legendary–3	30–40	30–35	25–35	2,000

Note: The total number of spells includes things like spells in matrices, known by spirits, and so on.

MENTALIC APTITUDE RATING Although RUNEQUEST doesn't have anything like mentalics, you may want to use this as a guideline for the types of spells the creature possesses. A creature with sorcery that has a high mentalic aptitude rating would possess spells like Dominate, Sense Projection, and Telepathy, while a creature with spirit magic and a high mentalic aptitude rating might have Befuddle, Control, Demoralize, and Mindspeech. If a creature's mentalic aptitude rating is higher than its magical aptitude rating, you may wish to raise the magical aptitude rating to equal the mentalic aptitude rating to keep the power level of the creature roughly consistent with what the author intended.

SHADOWRUN

Special thanks to Randall R. Escoto, Tadhg Kelly, M. J. Ritch, Richard Tomasso, and Tom Wylie for developing these integration notes.

SHADOWRUN is a skill-based system in which characters select an archetype as a starting point, and then add skills to individualize the character. When you are using *Pawns* with SHADOWRUN, the following rule change is suggested: Cyberware does not inhibit magic for deities. Deities who learn about cyberware might come up with all sorts of interesting variations of their own, such as cyberware that connects directly into their primal reservoirs, or a cyberware artifact.

ATTRIBUTES *Pawns* strength converts to SHADOWRUN Strength using the table below.

Pawns health converts to SHADOWRUN Body using the table below.

Pawns reaction converts to SHADOWRUN Reaction using the table below.

Pawns intelligence converts to SHADOWRUN Intelligence using the table below.

Pawns destiny converts to SHADOWRUN Karma when divided by 5, rounding up.

Pawns presence converts to SHADOWRUN Charisma using the table below.

Pawns willpower converts to SHADOWRUN Willpower using the table below.

Pawns Attribute	SHADOWRUN Attribute
0–3	1
4–7	2
8–11	3
12–15	4
16–18	5
19–20	6
25	8
30	10
. . .	. . .

SIZE The *Pawns* size attribute is not used in SHADOWRUN other than to flesh out the description of the creature.

SPEED *Pawns* speed converts to SHADOWRUN Quickness. Decide on a run multiplier for the creature (usually x4), then divide *Pawns* speed by the run multiplier to get Quickness. Quickness should not be greater than 8; if it is, choose a larger run multiplier and recalculate Quickness.

COMBAT SKILL RATINGS Unarmed: Converts to Unarmed Combat skill using Table 1 below.

Melee: Converts to Armed Combat skill using Table 1 below.

Missile: Converts to an appropriate skill or skills for the creature's weapons using Table 1 below. Appropriate skills may be Firearms, Gunnery, Projectile Weapons, Throwing Weapons, and so on.

DAMAGE SCALE *Pawns* damage rank converts to SHADOWRUN damage using the following table:

Pawns Damage Rank	SHADOWRUN Damage
0–2	0
3–8	2L1
9–11	3M2
12–14	4M2
15–17	5M2
18–20	6M2
25	6M3
30	5S3
35	6S3
40	5D3

For each 5 points of damage past 40, add 1 to power; for each 10 points of damage past 40, add 1 to staging. You may wish to skip from power 6 to power 8, unless you have house rules that make power 7 meaningful.

ATTACK SPEED *Pawns* attack speed translates into extra initiative dice for the creature in SHADOWRUN. Roll a number of initiative dice equal to the creature's total attack speed. In other words, if the creature has a 1x attack and a 2x attack, its total attack speed is 3x, and it rolls three initiative dice.

DEFENSE STRENGTH Convert *Pawns* defense strength to SHADOWRUN dermal armor using this table:

Pawns Defense Strength	SHADOWRUN Dermal Armor
0–3	0
4–6	1
7–9	2
10–11	3
12–13	4
14–15	5
16–17	6
18–19	7
20	8

Each extra +5 of defense strength adds +2 to SHADOWRUN dermal armor.

MAGICAL APTITUDE RATING Magical aptitude converts to Conjuring and/or Sorcery, whichever is appropriate for the creature, using Table 1 below. The creature knows a number of spells equal to at least double its Conjuring or Sorcery skill, whichever is higher.

Creatures with magical aptitudes of professional or higher may be Initiated, at your discretion. If so, the grade of the creature's initiation will be no more than the level of its worst SHADOWRUN magic skill—Conjuring or Sorcery—or double the creature's *Pawns* power level, whichever is less.

Table 1:

Pawns	SHADOWRUN
Amateur	2
Veteran	5
Professional	7
Master	9
Legendary–1	12
Legendary–2	15
Legendary–3	18
. . .	. . .

MENTALIC APTITUDE RATING Since SHADOWRUN has no mentalic system, this cannot be converted into SHADOWRUN terms. Therefore, if the creature's mentalic aptitude rating is higher than its magical aptitude rating, the magical aptitude rating should be raised to equal the mentalic aptitude rating to keep the power level of the creature consistent with what it is in other systems.

TALISLANTA

Special thanks to Mike Davis and Brian A. Hixon for developing these integration notes.

The TALISLANTA game system is the system of rules that forms the basis for the TALISLANTA product line. When you are using *Pawns* with TALISLANTA the following rule changes are suggested: Divine characters are not prohibited from simultaneously having the Primary Magic and Primary Combat skills, are not limited to four+INT extra-curricular skills, and never have major mishaps.

ATTRIBUTES *Pawns* strength converts to TALISLANTA STR using the table below. *Pawns* health converts to TALISLANTA CON using the table below.

Pawns reaction converts to TALISLANTA DEX and PER using the table below.

Pawns intelligence converts to TALISLANTA INT using the table below.

Pawns destiny has no TALISLANTA equivalent.

Pawns presence converts to TALISLANTA CHA using the table below.

Pawns willpower converts to TALISLANTA WIL using the table below.

Pawns Attribute	TALISLANTA Attribute
0	-6
5	-3
10	0
15	+4
20	+9
25	+18
30	+36
+5	double above entry

SIZE TALISLANTA has no size attribute, so this is not converted.

SPEED *Pawns* speed converts to TALISLANTA SPD using the following table:

Pawns Speed	TALISLANTA SPD
1	1
2	4
3	7
4	10
. . .	. . .

COMBAT SKILL RATINGS *Pawns* combat skill ratings convert to TALISLANTA CR using the following table. The base indicated in the table is the average of the creature's DEX, SPD, and STR.

Pawns Skill Rating	TALISLANTA CR
Amateur	Base + 3
Veteran	Base + 7
Professional	Base + 11
Master	Base + 15
Legendary	Base + 20
Legendary–2	Base + 25
. . .	. . .

DAMAGE SCALE *Pawns* damage rank can be converted to TALISLANTA damage using the following table:

Pawns Damage Rank	TALISLANTA Damage
0–2	no damage
3–5	1d4
6–8	1d6
9–10	1d8
11	1d8+1
12	1d8+2
13	1d10+3
14	1d10+4
15	1d10 + 5
16	1d10+6
17	1d10+7
18	1d12+7
19	1d12+8
20	1d12 + 9
25	1d20 + 10
30	2d20 + 15
+5	+1d20 + 5

ATTACK SPEED *Pawns* attack speed is equivalent to number of attacks in TALISLANTA. For example, a *Pawns* attack speed of 2x means the creature gets two attacks.

DEFENSE STRENGTH *Pawns* defense strength converts to TALISLANTA protection rating using the following table. Note that normal skin has a protection rating of 0, leather armor has a protection rating of 10, and plate armor has a protection rating of 20.

Pawns Defense Strength	TALISLANTA Protection Rating
0	0
10	1
15	2
20	5
25	10
30	20
+5	double previous protection rating

MAGICAL APTITUDE RATING *Pawns* magical aptitude ratings convert to TALISLANTA MR using the following table. The base indicated in the table is the average of the creature's INT, WIL, and PER. If you are using 3rd edition TALISLANTA rules, apply this MR to as many fields of magic as you feel suit the creature's description.

Pawns Magical Aptitude	TALISLANTA MR
Amateur	Base + 3
Veteran	Base + 7
Professional	Base + 11
Master	Base + 15
Legendary	Base + 20
Legendary–2	Base + 25
. . .	. . .

MENTALIC APTITUDE RATING Since TALISLANTA has no mentalic system, this cannot be converted into Talislantan terms. Therefore, if the creature's mentalic aptitude rating is higher than its magical aptitude rating, the magical aptitude rating should be raised to equal the mentalic aptitude rating to keep the power level of the creature consistent with what it is in other systems.

TORG

Special thanks to Travis Casey, Jim Ogle, M. J. Ritch, and Richard Tomasso for developing these integration notes.

TORG ("That Other Roleplaying Game") is the system of rules by West End Games that has formed the basis for the TORG roleplaying system. The following rule changes are recommended when using *Pawns* with TORG: Do not restrict the number of PEs that a divine character can use at once; divine characters can continue to apply PEs to a die roll indefinitely. Allow deities to convert primal flux to PEs at a rate of three PEs for every two points of primal used. However, PEs generated this way must be used within 24 hours or they are gone forever, thus preventing deities from stockpiling ungodly amounts of PEs. The reverse does not apply; deities may not convert PEs to primal flux.

ATTRIBUTES To find which *Pawns* attribute corresponds to each TORG attribute, use this table:

TORG Attribute	*Pawns* Attribute
Dexterity	Reaction
Strength	Strength
Toughness	Health
Perception	(Intelligence + Reaction)/2
Mind	(Intelligence + Willpower)/2
Charisma	Presence
Spirit	(Willpower + Destiny)/2

Use the following table to convert *Pawns* attribute values to TORG values:

Pawns Value	TORG Value
0–1	0
2–3	1
4	2
5	3
6	4
7	5
8	6
9	7
10–11	8
12–13	9
14–15	10
16–17	11
18–19	12
20	13

For each 5 *Pawns* value beyond 20, add +1.5 to the TORG value.

SIZE No conversion is needed. *Pawns* size measurements (in yards) can be used as TORG measurements (in meters) with very little loss of accuracy.

SPEED Multiply *Pawns* speed by 10, since TORG has 10-second rounds, and consult the TORG value chart to find the creature's Speed value.

For example, a creature that has a *Pawns* speed of 20 yards/second would have a TORG Speed value of 12, which is 151–250 meters/round.

COMBAT SKILL RATINGS *Pawns* combat skill ratings convert into appropriate TORG skill ratings using the Skill Rating Conversion Table at the end of these notes.

DAMAGE SCALE *Pawns* damage rank converts to TORG damage using the following table:

Pawns Damage Rank	TORG Damage
0	0
1	1
2	2
3	4
4	5
5	6
6	7
7	8
8	10
9	11
10	12
11	13
12–13	14
14	15
15	16
16	17
17–18	18
19	19
20	20

For each 5 points of *Pawns* damage rank beyond 20, add 1.5 points to TORG damage.

ATTACK SPEED The mechanics of TORG allow anyone to attempt multiple attacks using the One-on-Many Table. Some official TORG creatures have been written up as having more than one attack per round, usually due to extra limbs, tentacles, and so on. If the *Pawns* creature has a similar method of gaining extra attacks, just allow the creature to attack a number of times equal to its attack speed; attack speed 3x would then convert to 3 attacks.

However, if the creature gets its extra attacks because it is very agile, fast, or magical, then instead of giving it free attacks, give it a bonus to the appropriate combat skills based on how many extra attacks it gets:

Pawns Attack Speed	TORG Skill Bonus
2x	+2
3–4x	+3
5–6x	+4
7–10x	+5

This bonus applies both to the attack roll and the damage value. Do not roll separately for each attack; the one die roll and the bonus account for all the attacks the creature makes that round.

Remember to add this bonus only to the skill that uses that attack form, not to all combat skills! If the creature has several forms of attack with different speeds but that use the same skill, instead of adding the bonus to the skill, keep it separate and make note of it next to the attack type.

For example, assume a creature is described as having two types of unarmed combat attacks, a claw and a bite. The claw has a speed of 2x and the bite has a speed of 1x. The creature's TORG writeup would note that due to its speed in using its claws the creature receives a +2 bonus when attacking with claws.

If the creature is described as having several different forms of attack that occur in one round, things get more complicated. For example, assume a creature is described as getting two claw attacks *and* a bite attack all in the same round. If this is the case, it is up to you to determine if you want to give the creature two separate attacks in a round—one for the combined claw attacks and one for the bite—or if you wish to combine all three into one die roll and one damage value. If you choose the latter, you should reread the section of the TORG rulesbook on combining effects (pp. 45–47).

DEFENSE STRENGTH *Pawns* defense strength converts to TORG armor value using the table below:

Pawns Defense Strength	TORG Armor
0	0
1–4	+1
5–7	+2
8–10	+3
11–13	+4
14–16	+5
17–19	+6
20	+7

For each 5 points of defense strength beyond 20, add +1.5 to TORG armor.

MAGICAL APTITUDE RATING Depending on the way the creature's magical aptitude is described, the easiest way to convert this may be to find an appropriate ability in one of the sourcebooks. Good places to look include the *Space Gods, Nile Empire, Land Below,* or *Orrorsh* sourcebooks or the "Spells" or "Miracles" sections of other sourcebooks. Determining the necessary skills or values for the magical aptitude will require using the power writeup and determining what the creature needs. In addition to looking at spells or powers in the sourcebooks, you may also wish to consult the Magic Axiom level descriptions to determine at what axiom level the creature's ability may become a contradiction. For example, a creature that can perform a Wish spell must be from a reality with a Magic Axiom of at least 20. The Spiritual Axiom level descriptions may also need to be consulted for some effects.

You may also just decide that what in *Pawns* is a spell requiring magical aptitude can in your game world be a natural ability of the creature, with no magical mechanics involved. In cases like this you may wish to convert the *Pawns* value for such an ability as if it were either an attribute, a combat skill rating, or a damage value to come up with a TORG value.

MENTALIC APTITUDE RATING This can generally be handled in the same way as magical aptitude. For example, a creature with telekinesis would be using the Telekinesis power out of the *Space Gods* book. As with magic, determining the necessary skills or values for the power will require using the power writeup and determining what the creature needs. A creature that can dematerialize would use the Dispersal power out of the *Nile Empire* sourcebook.

Note that there are several restrictions on the use of mentalic powers, the least of which is a possible contradiction check. You may want to assign mental abilities to mystic powers if the native reality of the creature does not easily support mentalic abilities. Depending on the creature's native reality, it may be possible to just assign special powers and abilities without needing an extra set of mechanics to support them. For example, the Horrors of Orrorsh just have powers; there's no skill necessary to use them. In cases like this though, it is usually an automatic contradiction for the creature to use these powers anywhere but its native reality.

Skill Rating Conversion Table:

Pawns	TORG
Amateur	8/+0
Veteran	11/+2
Professional	15/+4
Master	20/+6
Legendary–1	25/+8
Legendary–2	30/+10
. . .	. . .

The TORG listing is skill value/minimum number of adds. A monster would need the skill value listed to be considered at that level of ability. The adds indicate how much experience or work would be needed to obtain that level in general. If a contest of skill versus skill came up, and the skill values were equal, use adds, then the base stat. The add values tend to reflect that more normal, near-human beings won't get very high skill ratings unless they are reality rated.

OTHER STUFF For any creature that is intended to be scary, assign it a fear rating of (*Pawns* power level)/2, keeping fractions.

You must decide whether or not creatures are reality rated. If you're not certain, roll a d20; if the result is less than or equal to (*Pawns* destiny-10)/4, the creature is reality rated. No creature with a *Pawns* destiny of 10 or less is ever reality rated. If a creature is reality rated, it has (*Pawns* power level times *Pawns* destiny / 10) Possibilities, and (*Pawns* power level) adds in the Reality skill.

Creatures of a highly magical nature will be contradictions in realms with low Magical Axioms. An axiom level of 9 is needed to support creatures of a minor magical nature, such as giants and creatures that are amalgams of other possible living beings. An axiom level of 10 is needed to support highly magical creatures such as dragons, incorporeal creatures, elementals, and "embodiments of moral virtues" (p. 93, TORG rulesbook).

Depending on the nature of the cosm that the creature is from, you may have to come up with World Laws to reflect certain abilities or powers of the creature. For example, a creature that inspires fear in all who gaze upon it may be from a realm with rules similar to the Power of Fear in *Ororrsh*, or an extremely lucky creature may have an ability similar to the Law of Action in the *Nile Empire* or the Demon Luck ability in *Tharkold*.

WARHAMMER FANTASY ROLEPLAY

Special thanks to Andrew Akins, Brian A. Hixon, and Tom Wylie for developing these integration notes.

WARHAMMER FANTASY ROLEPLAY, referred to as WFRP, is Games Workshop's system for roleplaying in a grim fantasy world. When you are using *Pawns* with WFRP, we recommend some changes to the rules. Whenever a mortal is exposed to any sort of divine power, whether an actual deity, a spell cast by a divine being, or whatever, the mortal receives one insanity point and must immediately make an insanity check. Deities can choose not to have this effect on a mortal, if they so desire.

ATTRIBUTES *Pawns* strength converts to WFRP S using Conversion Chart 2.

Pawns health converts to WFRP T using Conversion Chart 2.

Pawns reaction converts to WFRP I using Conversion Chart 1.

Pawns intelligence converts to WFRP Int using Conversion Chart 1.

Pawns destiny converts to WFRP Fate Point potential using Conversion Chart 3.

Pawns presence converts to WFRP Fel using Conversion Chart 1.

Pawns willpower converts to WFRP WP using Conversion Chart 1.

Chart 1		Chart 2		Chart 3	
Pawns Value	WFRP Value	*Pawns* Value	WFRP Value	*Pawns* Value	WFRP Value
0	20	0	1	0	0
1	22	1	1	1	0
2	24	2	1	2	0
3	26	3	2	3	1
4	28	4	2	4	1
5	30	5	2	5	1d2
6	32	6	2	6	1d2
7	34	7	2	7	1d2
8	36	8	3	8	1d3
9	38	9	3	9	1d3
10	40	10	3	10	1d3
11	42	11	3	11	1d3
12	44	12	3	12	1d3
13	46	13	4	13	1d4
14	48	14	4	14	1d4
15	50	15	4	15	1d4
16	52	16	4	16	1d4
17	54	17	4	17	1d4
18	56	18	5	18	1d4+1
19	58	19	5	19	1d4+1
20	60	20	5	20	1d4+1
25	65	25	6	25	1d4+2
30	70	30	8	30	1d4+3
35	75	35	10	35	1d4+4
40	80	40	12	40	1d4+5
45	82	45	14	45	1d4+6
50	84	50	16	50	1d4+7
+5	+2, max 99	+5	+2	+5	add. +1

Note: Unlike some of the systems detailed in this work, WFRP is not open ended on its stats. So, unlike those for many of the other systems, the *Pawns* stat conversion for WFRP is not based simply on the doubling of attribute potential. This was done to preserve the integrity of the WFRP rules system.

SIZE No conversion is necessary, as there is no WFRP size attribute.

SPEED Multiply *Pawns* speed by 1.5 to get Warhammer M.

COMBAT SKILL RATINGS

Pawns Rating	WFRP Rating + Skills
Amateur	15 + none
Veteran	30 + Strike Mighty Blow
Professional	45 + Strike to Stun
Master	60 + Strike to Injure
Legendary	75 + none
Each Leg. Lvl.	+5, to max of 99

Note: Strike skills listed on the above chart are cumulative. Therefore, a creature with a legendary combat skill rating would have Mighty Blow, Stun, and Injure.

Pawns Unarmed and Melee Combat Skills: Since WFRP makes no distinction between these two skills, take the largest of the two and convert into WFRP WS using the above table.

Pawns Missile Combat Skill: Convert into WFRP BS using the above table, but ignore the listed skills.

DAMAGE SCALE Since WFRP damage is based on the attacker's strength, *Pawns* damage converts into a WFRP Strength figure, to be used for that attack only.

Pawns Damage	WFRP Attack Strength
0–1	2
2–4	3
5–6	4
7–9	5
10–11	6
12–14	7
15–16	8
17–19	9
20	10
+5	+2

ATTACK SPEED *Pawns* attack speed is equal to WFRP A. Use the sum of the creature's attacks for this, so if a creature has a 1x attack and a 2x attack that it can use simultaneously, it would have a WFRP A of 3.

DEFENSE STRENGTH *Pawns* defense strength converts to WFRP AP as follows:

Pawns Defense Strength	WFRP AP
0–6	0
7–12	0/1
13–17	1
18–20	2
25	3
+5	+1

MAGIC & MENTALIC APTITUDE RATINGS Since there are no mental powers in WFRP, the creature's magic and mentalic aptitude ratings must both be used to find its WFRP magic power. To find the creature's overall magic rating, take its magical or mentalic aptitude rating, whichever is higher. Then, if the creature's magical and mentalic aptitude ratings are both legendary or higher, raise the creature's overall magic rating by one extra skill level. For example, a creature with a magical aptitude rating of professional and a mentalic aptitude rating of master would have an overall magic rating of master; one with a magical aptitude rating of legendary–3 and a mentalic aptitude rating of legendary–2 would have an overall magic rating of legendary–4.

Now, convert this overall magic rating to a WFRP Magic Level using the chart below:

Pawns Overall Magic Rating	WFRP Magic Level
Amateur	None
Veteran	Petty
Professional	Level 1
Master	Level 2
Legendary	Level 3
Legendary-2	Level 4

Each additional legendary level adds 4d4 magic points.

OTHER STUFF The WFRP stats Dex, Cool, and Ld are not included in the above conversions. The following solutions are recommended:

Dex: Dex for all creatures is set at 40, unless the creature posesses no manipulatory limbs, in which case it is 0. If the creature is described as clumsy or very agile increase or decrease this value by an appropriate amount, although a creature with no limbs will *always* have Dex 0.

Cool and Ld: Set these to the same value as Fel, and adjust if any comments are made regarding the creature's morale or leading ability.

WARPWORLD

Special thanks to Greg Porter, the original game designer for WARPWORLD, *for developing these integration notes.*

WARPWORLD is the system of rules by Blacksburg Tactical Research Center (BTRC) for roleplaying in a fantasy environment in which the old gods have returned to rule an earth centuries after a nuclear holocaust. It uses the same game system found in the TIMELORDS and SPACETIME games, also by BTRC.

ATTRIBUTES *Pawns* strength converts to WARPWORLD Strength using the table below.

Pawns health converts to WARPWORLD Constitution and Stamina using the table below.

Pawns reaction converts to WARPWORLD Dexterity using the table below.

Pawns intelligence converts to WARPWORLD Intelligence using the table below. Add an "A" to WARPWORLD Intelligence if the creature is described as nonsentient.

Pawns destiny has no equivalent in WARPWORLD.

Pawns presence converts to WARPWORLD Bravado using the table below.

Pawns willpower converts to WARPWORLD Willpower using the table below.

In addition, take the average of *Pawns* reaction and intelligence and convert it to WARPWORLD Perception using the table below. Also, take the average of *Pawns* health, intelligence, and presence and convert it to WARPWORLD Appearance using the table below.

Power is converted based on the mass of the creature and its Body Points. Mundane creatures get 1/4 of their Body Points (rounded off) as Power, moderately magical creatures get 1/3, and extremely magical creatures get up to 1/2. Body Points are based on the mass of the creature in kilograms, as per normal WARPWORLD rules; this will require a judgment call, since *Pawns* statistics do not include mass in kilograms.

Secondary attributes are converted from the primary attributes. These include Physical Speed ((Strength+Dexterity)/2, rounded down), and Body Points (from mass, as in WARPWORLD).

Pawns	WW	Example (Strength)
0	4	
1–2	5	Human child
3–4	6	
5–6	7	Average morgo
7–8	8	Average elf
9	9	
10	10	Average human
11	11	
12	12	Average dwarf, medium bear
13	13	
14	14	
15	15	
16	16	Average ogre, large bear
17	17	
18	18	
19	19	
20	20	
25	28	
30	40	
35	57	
40	80	

For each additional 10 *Pawns* points, double the resulting WarpWorld attribute value.

SIZE *Pawns* size in yards is equal to WarpWorld Height/Length in meters.

SPEED *Pawns* speed equals WarpWorld movement rate in meters per second.

COMBAT SKILL RATINGS Convert *Pawns* skill ratings to the appropriate WarpWorld skills using the following table:

Pawns	WarpWorld
Amateur	6
Veteran	8
Professional	12
Master	18
Legendary–1	22
Legendary–2	26

Every additional legendary level adds 4 to WarpWorld skill.

Note that this need not include secondary skills for creatures, but that NPCs may have specializations on certain skills to gain flexibility.

DAMAGE SCALE Damage from attacks is converted from *Pawns* to WarpWorld terms as follows:

Pawns	WW	Equivalent
0–2	0	
3	1	
4	2	
5	3	
6	4	
7	5	
8	6	Dagger wielded by average-strength human
9	8	
10	10	Short sword wielded by average-strength human
11	12	
12	14	Low-caliber pistol
13	17	
14	20	Strong fighter with longsword
15	23	Medium-caliber pistol
16	26	
17	29	
18	32	Large-caliber pistol
19	36	
20	40	Conan with greatsword
25	63	Heavy assault rifle
30	90	Elephant rifle
35	125	.50 cal machine gun
40	180	20mm cannon

For each additional 10 points of *Pawns* damage beyond 40, double the resulting WARPWORLD damage.

ATTACK SPEED Derive this from WARPWORLD attributes; ignore the listed attack speed. A physical creature's attack speed may not exceed 20. Those creatures with attack speeds above 20 may attack twice during phases in which they would get an action for a speed of (speed-20); in other words, a creature with an attack speed of 24 would act in every phase, and twice when it would move with Speed 4.

DEFENSE STRENGTH *Pawns* defense strength converts to WARPWORLD Armor Value using the following table:

Pawns	WW	Equivalent
0	0	Human skin
1–3	1	
4–6	2	
7–8	3	Thick leather
9	4	
10	6	Hardened leather armor
11	7	
12	8	
13	10	
14	11	
15	12	Standard plate armor
16	14	
17	16	
18	18	Hardened plate armor (same thickness as the 12-rated one)
19	21	
20	25	Stops a light assault rifle round
25	35	Stops a heavy assault rifle round or maximum damage from virtually any melee weapon wielded by a human
30	50	Stops an elephant rifle
35	60	Stops a .50 cal MG
40	90	Stops a 20mm cannon

For every 10 *Pawns* points beyond 40, double the resulting WARPWORLD armor value.

MAGICAL APTITUDE RATING Determine how many points of spells to give magic-using creatures based on the following table:

Pawns	WARPWORLD
Amateur	Up to 100
Veteran	Up to 200
Professional	Up to 400
Master	Up to 800
Legendary–1	Up to 1,600
Legendary–2	Up to 3,200
. . .	. . .

Note that the average spell cost is 100 points each. Few humans ever get past master level. Creatures may or may not get a magic "school" bonus, at your option, depending on the nature of the creature's magic. NPCs may also get this bonus, if there is sufficient justification.

In addition, if the creature has specific spells listed in its spell description, then convert those spells into approximate WARPWORLD equivalents. First convert any listed damage to its *Pawns* equivalent using the damage scale table above. Then assign a Concentration Skill appropriate to the Willpower and Power of the creature, assuming that it makes average rolls on its skill.

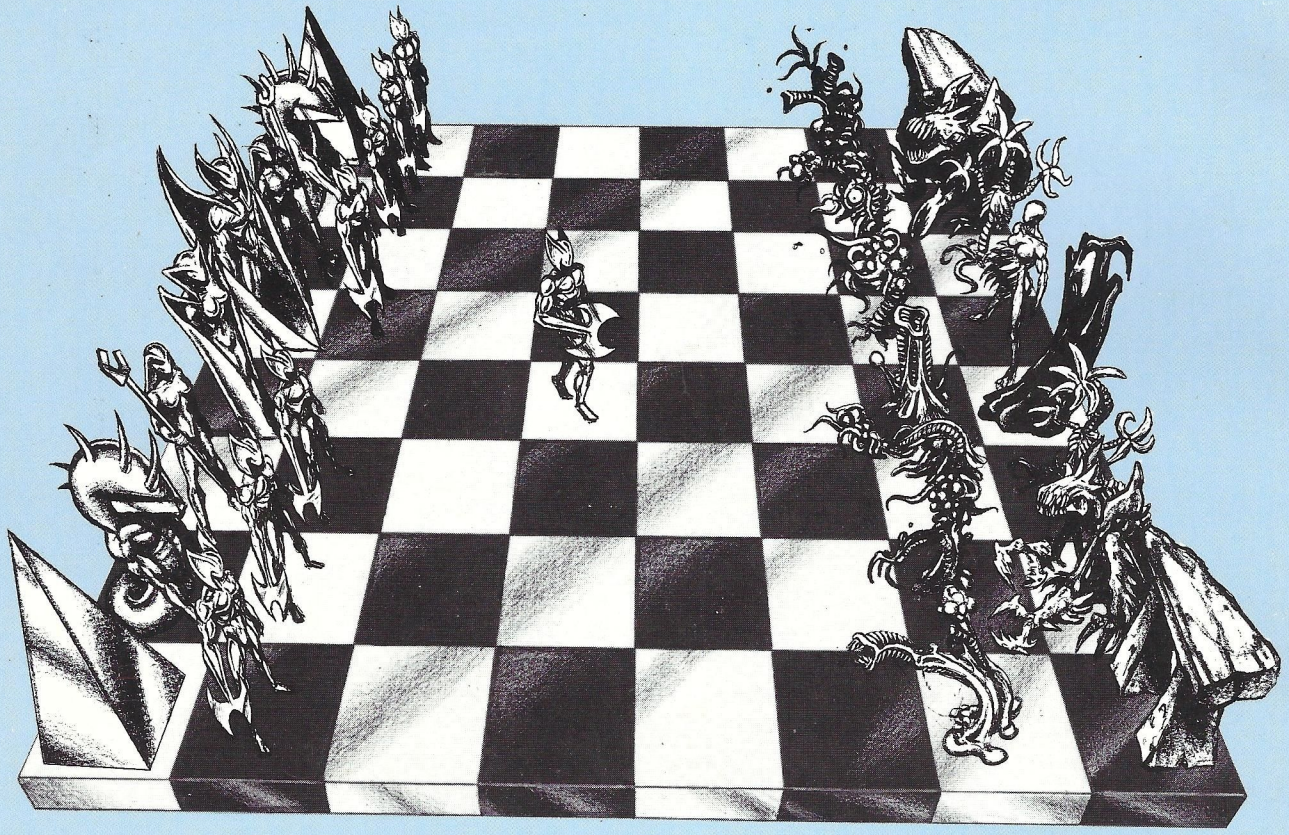
The best way to explain this is by example. Say a creature has a WARPWORLD Willpower of 20 and Power of 60. It has a fireball spell listed that does 20 points of *Pawns* damage, which converts to 40 points of WARPWORLD damage. If the average person has a Power of 10, the damage and modified effect of 40 means it has a base effect of (40 times 10)=400. Since the creature has a Power of 60, it can use 15 Power without weakening itself, so with a base effect of 400 and with 16 Power used on the spell, it (on the average) makes its roll by (400/16)=25 points. If the creature rolls a 10 on average for its spell roll, its base roll is 35 or less on 1d20. Since its Willpower is 20, its Concentration Skill for this spell is (35-20)=15.

GMs desiring a quicker conversion can simply use the listed *Pawns* skill level for the spell to find its WARPWORLD Concentration Skill, using the table in the Combat Skill Ratings section above.

MENTALIC APTITUDE RATING WARPWORLD has no mental magic, so this statistic cannot be converted. Therefore, if the creature has a mentalic aptitude rating higher than its magic skill rating, raise its magical aptitude rating to equal the mentalic aptitude rating to keep the power of the creature roughly consistent with other systems.

PAWNS

THE OPENING MOVE



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This supplement must be used with an existing roleplaying game system, such as those listed on page *v*. These rules should not be considered as official rules for those products and are not endorsed by the respective companies except where specifically stated in the text.

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